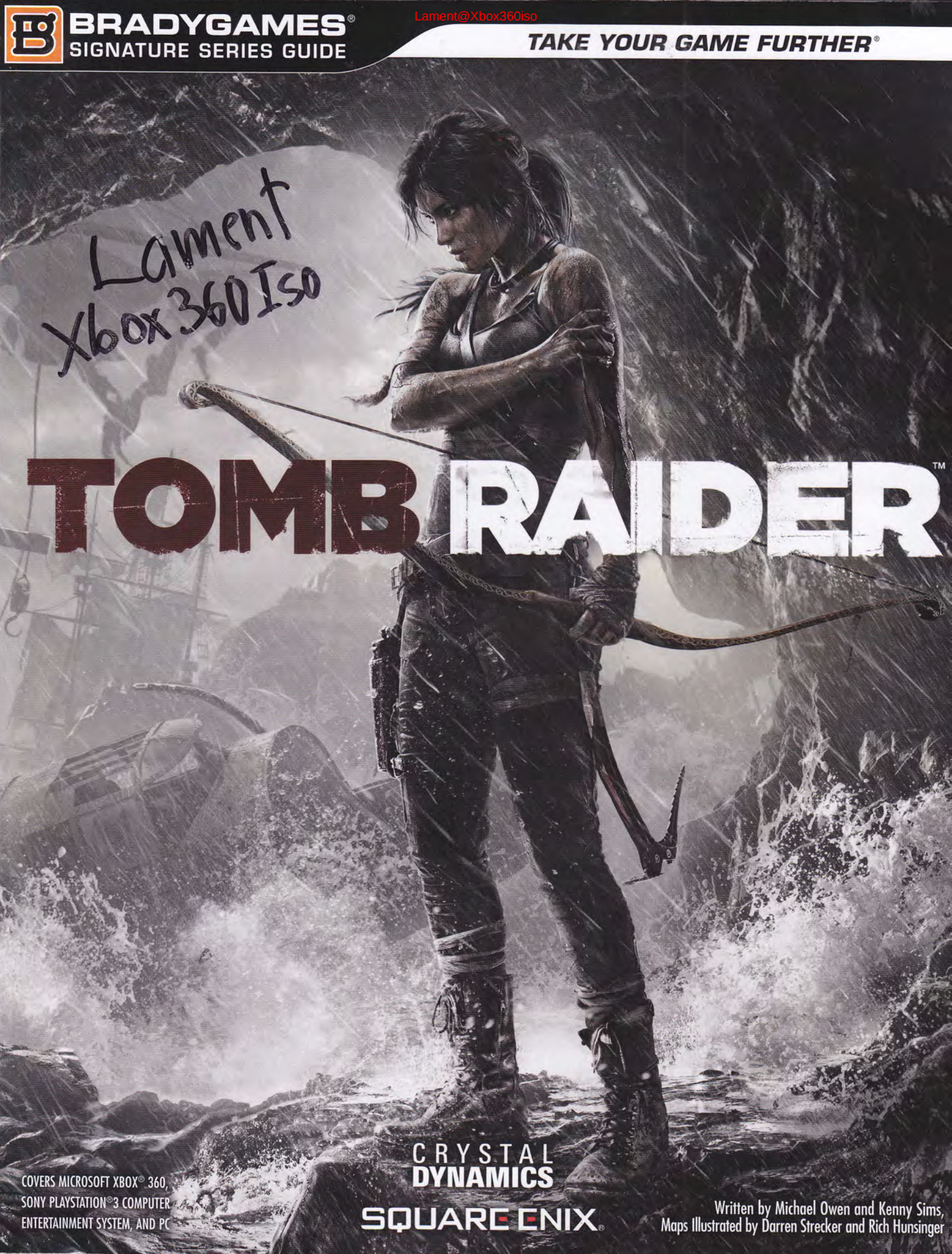
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TOMB RAIDER™

CRYSTAL DYNAMICS

SQUARE ENIX®

COVERS MICROSOFT XBOX® 360, SONY PLAYSTATION®3 COMPUTER ENTERTAINMENT SYSTEM, AND PC

Written by Michael Owen and Kenny Sims,
Maps Illustrated by Darren Strecker and Rich Hunsinger

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TOMB RAIDER™

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INTRODUCTION





Since 1996, the Tomb Raider franchise has had a long and proud history of critically acclaimed and massively popular games. Gaming's most iconic heroine, Lara Croft, has led players through numerous adventures across the globe—raiding tombs and discovering ancient treasures. This reimagining of the classic series introduces players to a younger, less experienced Lara as she grows from frightened young woman to hardened survivor.

Lara sets out on her first adventure to find the lost kingdom of Yamatai aboard the research vessel, Endurance. Inside the dangerous area of sea known as the Dragon's Triangle, a freak storm grips the ship and the crew ends up on a mysterious island. Beset by the harsh environment and hidden dangers, even if she manages to uncover the island's dark history and escape its relentless hold, Lara will never be the same.

This book guides you through the entire story, with strategy on how to defeat the relentless Solarii and tough Oni warriors you face. Inside you will also find the locations of every collectible and Challenge in the game, along with an in-depth look at each of Lara's skills. The multiplayer section gives you full details on each mode and how best to reach level 60 while beating your friends.

In short, we give you everything you need to be a survivor.

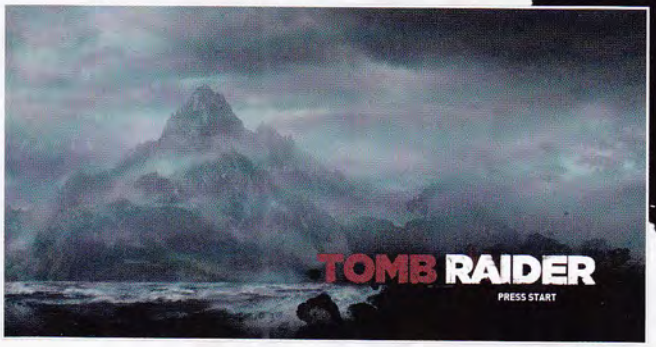
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SURVIVAL GUIDE

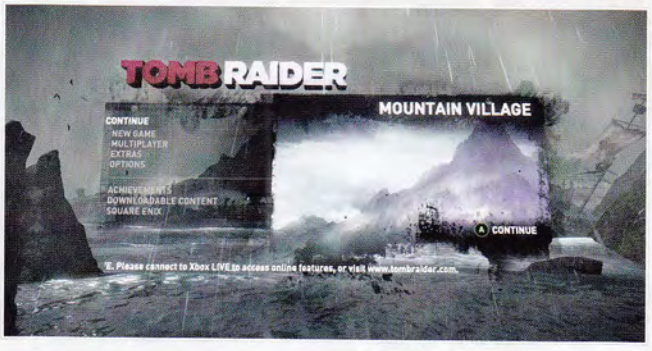
The Survival Guide is your reference for everything you need to know to get going in *Tomb Raider*. It covers the following:

- Controlling Lara
- Exploring the Island
- What to Look For
- Combat Basics
- Hunting



MAIN MENU

From the main menu, you can select to Continue from one of the three save games, start a New Game, start Multiplayer, view the Extras, change Options, view Achievements/Trophies, view Downloadable Content, access your Square Enix account, and view Square Enix Trailers.



GAME DIFFICULTY

When you start a new game, there are three game difficulties to choose from; Easy, Normal, and Hard. The enemies are tougher and Lara is more vulnerable with the harder difficulties. This can be changed at any time in the Options Menu.

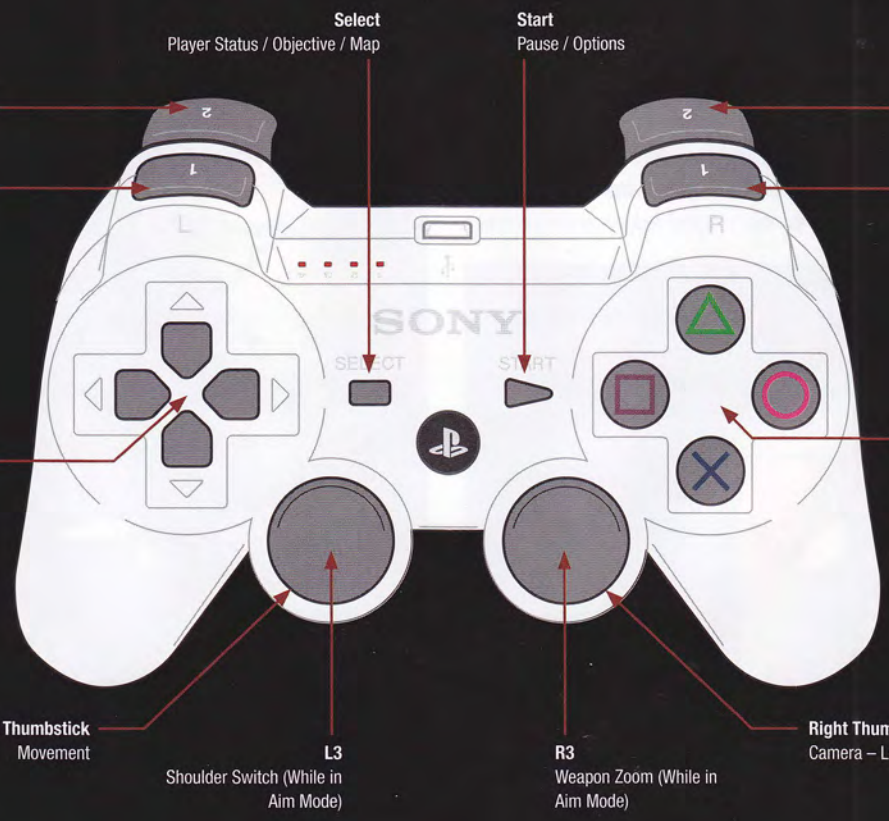


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CONTROLS

Tomb Raider has very intuitive controls. The left analog stick moves Lara and the right controls the camera. Shoulder buttons aim and fire your weapons, while the other buttons are used for almost everything else. Multiplayer controls are slightly different and are covered in the Surviving Multiplayer section of this guide.





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MOVEMENT

To move around the island, press the left stick in the direction that you wish to go. When you move into a low opening, such as a small cave, Lara automatically crouches. There is no need to press or hold another button.

There are no roads to lead Lara to her next objective. Her path requires a lot of jumping and climbing to get through. The Jump Button gets you across gaps and up to ledges just above Lara.





WALL SCRAMBLE

Lara can use a flat surface, such as a building side, to reach bigger heights. Jump against a wall and press the Jump Button again to scramble up the wall. This is vital to reach higher ledges and rooftops.





CLIMBING

Lara continually uses her climbing expertise to traverse the island. Whether moving up a building wall or the side of a cliff, as long as there is a ledge within reach, she can climb it.

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Press in the direction of the next ledge and Lara moves to it as long as it is reachable. If a ledge is just out of reach, she reaches out her arm. Press the Jump Button while pressing in that direction to leap to it. Be careful as many of the surfaces that you climb are high in the air and a miss often sends Lara to her death.



When Lara jumps to a ledge or another climbable object, she may lose her grip with one hand. This is indicated by an Action Button icon. Press that button when prompted to grab on.



When standing next to a lower ledge, press the Dodge Button to drop down. If Lara can hang onto the ledge, she will grab on. If not, she will drop to the next level down. This also works to drop off of a climbable surface.



At a certain point in the story, Lara receives a Climbing Axe when her next objective requires her to scale the side of a cliff. With this gear, you can press the Action Button when next to a craggy surface, such as the walls in Mountain Village.

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CONTEXTUAL BUTTONS

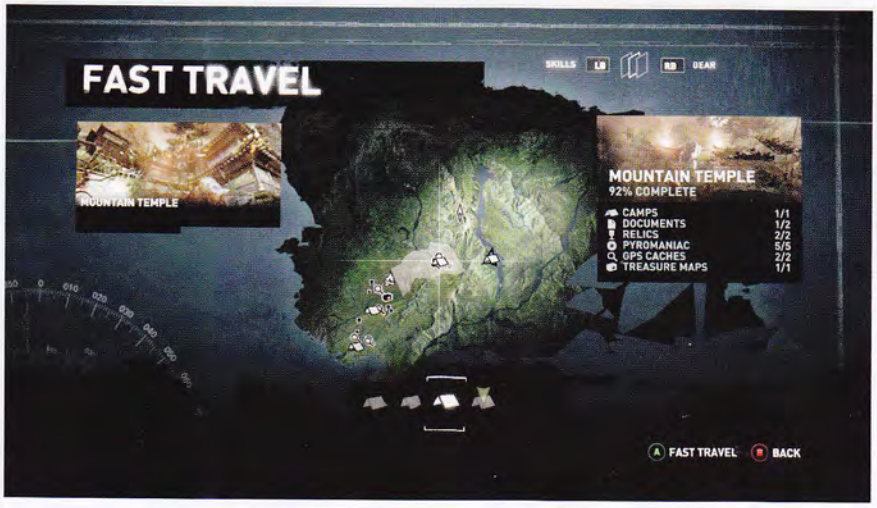
Many times while you're playing through the game, an icon appears on screen that represents one of the buttons on the controller. Press the given button to continue in the game. For example, this can be rapidly pressing one of the buttons to stab an enemy or wiggling an analog stick back and forth to escape another's clutches.

If the Melee Button icon appears with two circles around it, wait for the moving circle to get inside the other and then press the button. Pressing it before it lights up or after it hits the center ends in failure and Lara takes damage or is defeated.





CAMPSITES



Almost all of the locations in the game have at least one camp at which Lara can rest. All of these locations allow her to use Skill Points to purchase new Skills and spend Salvage on Survivor Gear upgrades. For Day Camps that are signified by a campfire icon, this is all that can be done. At Base Camps, noted by a tent icon, you can also Fast Travel.

FAST TRAVEL

Fast Travel allows you to quickly move between previously visited Base Camps. This way you can complete Challenges, discover Tombs, and find missing collectibles from previously charted locations.

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SURVIVAL INSTINCTS



If you are unsure of what to do next or are unable to find something, press the Survival Instinct button to examine your surroundings. Anything that can be used or attacked lights up. This is very useful when things are well hidden, such as totems hanging in the forest or enemies lurking in a smoky environment.

OBJECTIVE BEACON

Using Lara's Survival Instinct also highlights an Objective Beacon—showing you where your next objective destination is. Look for the column of light to show you the way.

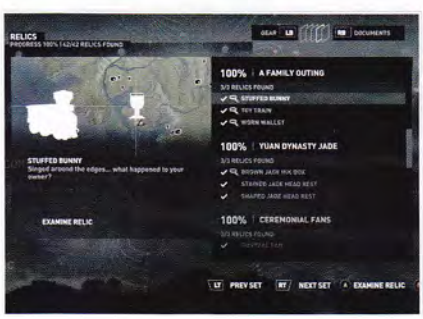


COLLECTIBLES

Relics, Documents, and GPS Caches are scattered all around the island and earn you XP when collected. You learn a great deal about the history of the island and what is currently happening from the Relics and Documents.



The Relics and Documents you find can be viewed at any time in the Player Status Menu. Keep an eye out for these items as they can help you gain Skill Points much more quickly.



ADDITIONAL COLLECTING

While exploring the island, also keep an eye out for ammunition that the islanders have left lying around, berry bushes that can be picked for 10 XP, food caches that net you more XP, and crates with Salvage inside. These items are so numerous that they are not all marked on our maps, but can be found just about everywhere. Salvage crates require the Pry Axe that you get during "Just Keep Moving."

You often find Salvage crates hanging inside a net. You must use fire to burn these up and get the goodies inside. After getting the Rope Arrows, you have to swing flames in certain ways to get to them. Eventually though, you receive Fire Arrows which makes getting these crates much easier as you just have to hit them with one of these arrows.







WEAPON PARTS



Some weapons require you to find two or three parts to improve them. These are usually hidden in Salvage crates which are in set locales, but not always in the same container. The Magnum Pistol parts are rewarded after completing three of the Challenge Tombs. You may also find a weapon part when looting an enemy's body. Refer to our Gear section for more information on these Weapon Parts.

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PLAYER STATUS MENU

Press the Back/Select Button to bring up the Map and Objective screen. This shows where you are on the island, what you have found in the current area, and what your current objective is. In the lower left corner, the number of Skill Points and amount of Salvage you have is shown.



USING YOUR MAP

A diamond shaped icon marks the location of your current objective on the map. Camps and Challenge Tombs appear as you get near them. Relics, Documents, and GPS Caches show up after you collect them. You can cause them to show up before you find them if you find a Treasure Map, complete a Challenge Tomb, or use Survival Instinct after purchasing a certain skill.

For each area of the map, a table shows how many of each item you have found. You can use the Action Button to filter out any of these items so that they do not show up on the map. This makes it easier to see what you may be missing.

Press the Aim Button to zoom out and view the entire island. When you are zoomed in, you can move the cursor to a Camp or uncollected item at the same location and press the Jump Button to set a waypoint. Now you can use Survival Instinct to see a bluish column of light at the spot you indicated.





SURVIVAL SKILLS

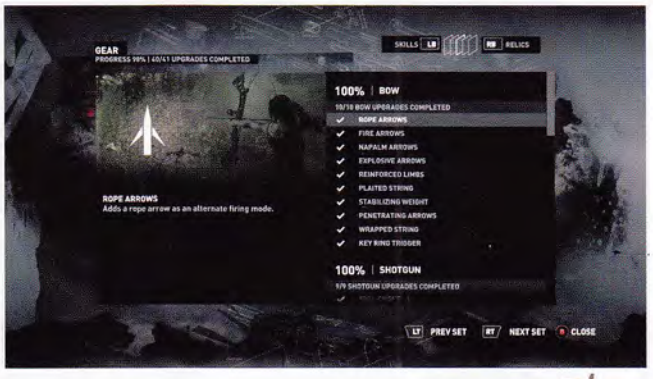
Press the Alternate Fire Button while looking at the map to view the Skills that you have purchased. Use the Aim and Fire Buttons to scroll through the three skill types: Survivor, Brawler, and Hunter. You can view details about each one and find out how many you are still missing. Refer to our Skills chapter for more information on each skill.



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SURVIVOR GEAR

Pressing the Alternate Fire Button again pages over to your Gear. Here you can view which upgrades you have for each weapon and which ones you are missing. Skip through each weapon with the Aim and Fire Buttons. Refer to our Gear chapter for more information.



RELICS

The next page shows you which Relics you have found around the island. Again, the Aim and Fire Buttons skip through each set. This lists the treasures that you have found and it also shows which ones you are still missing. If you have discovered a location of a Relic but haven't picked it up, this tells you where to find it. If there is a magnifying glass next to an item, it can be examined to find out more information. Spin the item around until you discover something new about the Relic and earn a little extra XP.







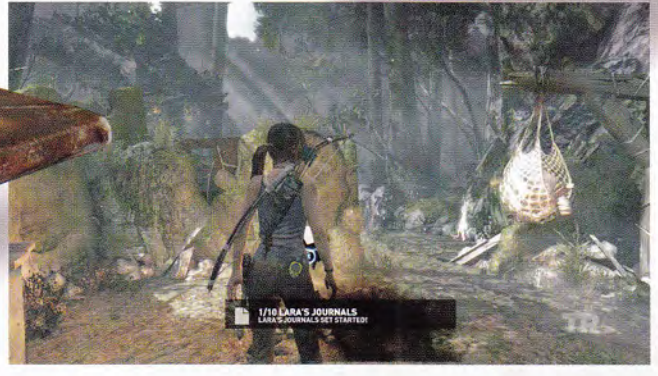
Relics and Documents give you XP when they are collected, plus they unlock Concept Art and Character Models in the Extras Menu.

DOCUMENTS

The Documents page is the final selection in the Back/Select Button menu. This lists all of the Documents that you have collected. As you highlight each one on the right, a short description is shown on the left. They can then be examined to read the entire Document.







These Documents give you valuable and interesting information about the islanders and ship survivors through letters and diary entries that they have left behind. One set of Documents is not found lying around like the rest of the collectibles. These are Lara's Journals. At ten points through the story, Lara jots down her thoughts on what has happened on the island while resting at a Camp. When she stands up each is added to your collection.

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TREASURE MAP

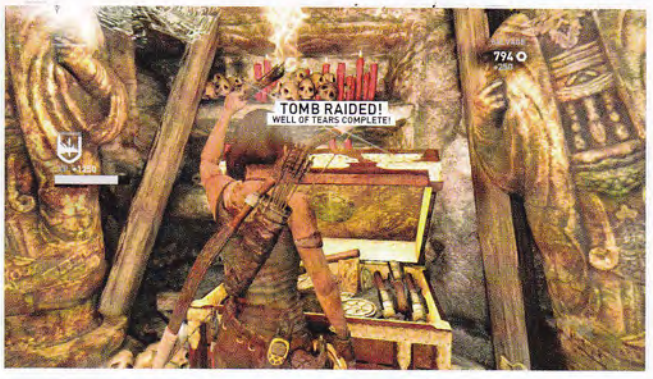
In each region where Relics, Documents, and GPS Caches can be found (and there is not a Challenge Tomb) you can find a hidden Treasure Map. Once you find it, view your in-game map to see the locations of any items you are missing. The collectibles that have not been collected appear with a question mark on them. Challenges are not shown on the map.



Completing a Tomb in the area either reveals the GPS Cache locations or Relic/Document locations on the map.

CHALLENGE TOMBS

There are seven optional Tombs hidden around the island; two in Mountain Village, two in Shantytown, two at Shipwreck Beach, and another at Summit Forest. These Tombs are found at the end of long caves and require you to solve some kind of puzzle to reach a reward. This reward always gives you XP, Salvage, and the locations of any remaining GPS Caches, Relics, or Documents. Three of them also give you one part of the Magnum Pistol.



White markings on the walls and an in-game notification let you know when one is near. Refer to the A Survivor is Born chapters to find the solutions to each one.





CHALLENGES

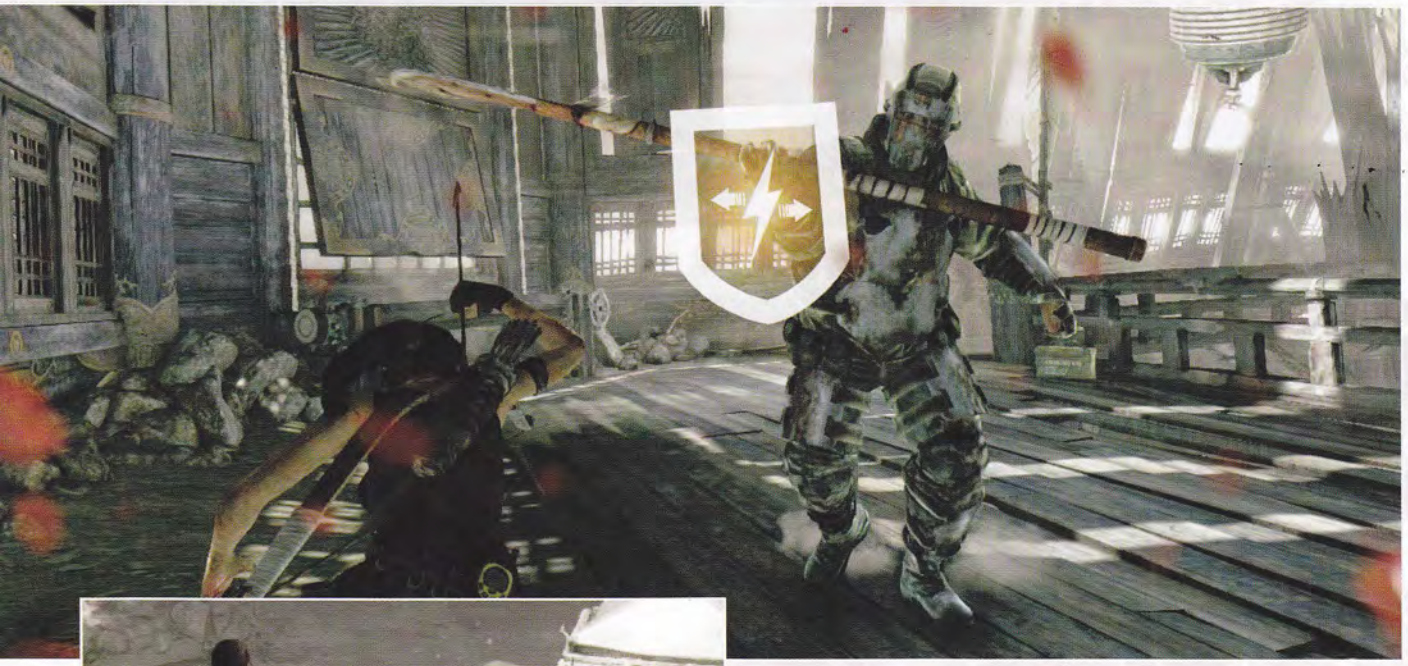
Most areas have at least one Challenge to complete and some have two. These require you to find a certain number of objects hidden around the map and perform an action, such as destroy it or light it. These earn you XP as they are completed. They never appear on the in-game map, but do glow when you use Survival Instinct. You can also find each one marked on the maps in this guide.

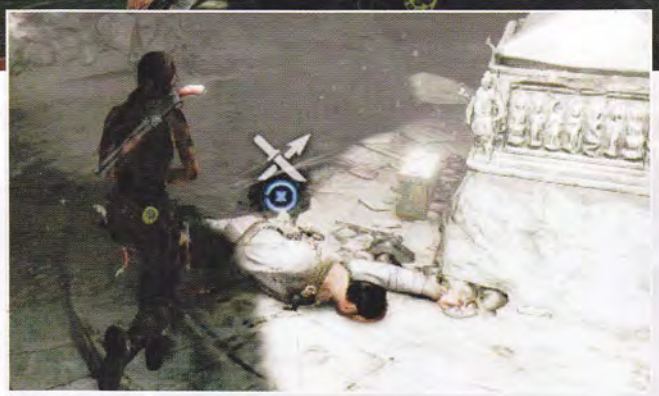


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COMBAT

Lara has a wide variety of ways to take down hostile islanders. She can take them on in hand-to hand combat or eliminate them from a distance with one of four weapons. In *Tomb Raider*, the best way to kill is quietly. You earn extra XP for taking down an unaware foe.





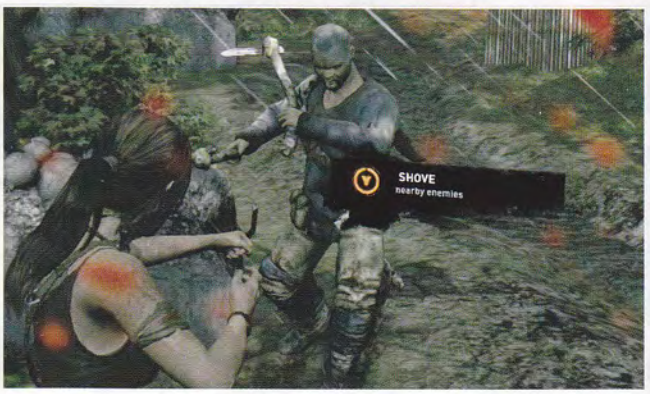
LOOTING DEFEATED ENEMIES

Press the Action Button near dead bodies to loot them for resources. This can net you some ammo and, with the right skill, a little Salvage.



STUNS AND FINISHING MOVES

When fighting up close, you can stun an enemy. This is signified by a Melee Button Icon above his head. At this point, press that button to attempt a finishing move. A successful finisher defeats most enemies. The tougher foes may require a couple of these attacks to take them down.



SHOVE AND STRIKE

Before you gain the use of a melee weapon, press the Melee Button to shove an enemy. This gives you an opportunity to fire a shot at the stumbling foe. After learning the Axe Strikes skill, a press of this button causes Lara to swing the Climbing Axe at a foe. You can use this to stun or finish off your opponent.

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DODGE AND ROLL

Press the Dodge Button to scramble in the direction Lara is facing. Pressing it again while she is doing this causes her to roll. With a weapon drawn, you can use this to Dodge to the side and avoid an attack.



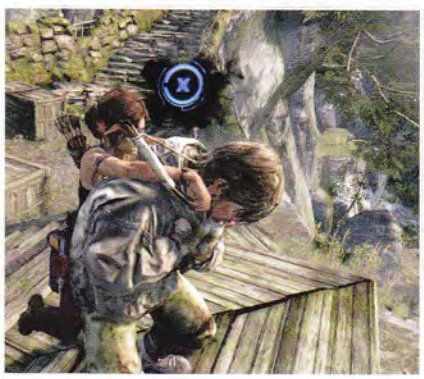
DODGE AND COUNTER

With a weapon drawn, press the Dodge Button as an enemy attacks to avoid taking damage. After the Dodge, Lara auto-targets the enemy, making for an easy Counter. This is very effective against shielded enemies as this allows you to fire when their shield is down. With the Dodge Counter skills, you can follow a Dodge with a melee attack.



STEALTH KILL

Sneak up on an enemy who has his back turned and press the Melee Button to get him in a choke hold. Rapidly press the Action Button to finish him off. Later in the game, you can hit unaware enemies with your Climbing Axe to quickly eliminate them. These Stealth Kills earn you more XP.



RANGED COMBAT



Lara uses four different types of ranged weapons: bows, handguns, rifles, and shotguns. You start without any weapons and slowly find each one. As you continue to play through the story, you find new weapons that replace the previous one of that type. Upgrades made on each weapon type remain with the weapon throughout.

Hold down the Aim Button to raise your weapon and then press Fire to shoot. While aiming, click the Right Analog Stick to zoom in.

TAKE COVER

With enemies present, Lara automatically takes cover when behind waist-high objects. If Lara remains standing when behind a short wall, you know there are no hostiles in the area.

Hold the Aim Button while taking cover behind a waist-high object to rise out of cover with your weapon drawn. Before taking too much damage or when you require a reload, release the button to duck back down.



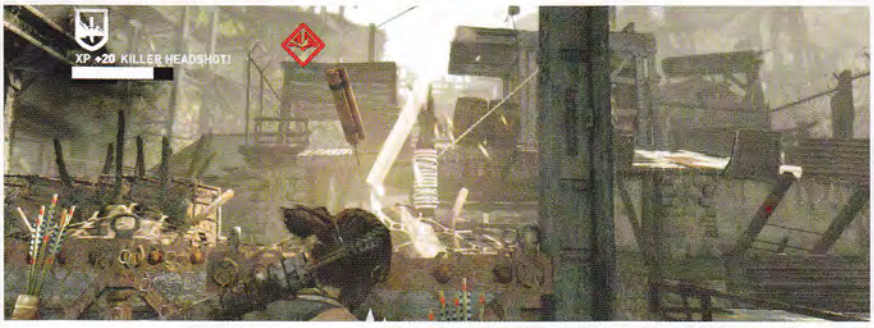
ENEMIES BEHIND COVER

Enemies also use cover when fighting from a distance. Try to flush them out using explosive barrels that may be sitting near their position or launching grenades once you have that attachment.

You can often get a shot at an enemy's head when he is behind cover. Hitting him may not take him out, but at least it can get him out from behind the cover for an easier kill.



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ENEMY EXPLOSIVES

As Solarii soldiers hang out behind cover, they often toss Molotov cocktails or dynamite your way. Watch out for a red warning icon to show where the explosive comes to rest. Quickly Dodge away to avoid taking damage from the blast. If you are quick enough, you can shoot an enemy as he is about to throw an explosive. This causes him to drop it, often killing him.



HEADSHOT

No matter if you are using your bow or a gun, enemies can be eliminated more quickly with a shot to the head. Use the Zoom Button to get a closer look. Not only is this a faster way to defeat a foe, it also earns you extra XP. Foes protecting their heads with armor may take more than one shot to kill.

USING BOWS

Bows are the silent killer in *Tomb Raider*. Walk around while holding the Aim Button to sneak up on prey or enemies. Since the bow fires silently, as long as there are not any other close enemies or they are distracted, killing this way does not attract any extra attention. Please note, this only works when Lara is using regular arrows. Fire Arrows can be noticed by enemies even when still cocked in the bow.

When firing your bow, hold the Fire Button for several seconds before releasing to build up a powerful charged shot that does extra damage. Simply release the Aim Button to lower the bow and cancel a shot.



DISTRACT THE ENEMY

If you find a pair of unaware enemies, try distracting one while you take down the other. Shoot an arrow into a nearby wall to cause one guy to investigate. Take out the other enemy and then quickly take out the distracted foe as he eventually figures out what is going on.



SPECIAL ARROWS

You gain the ability to use Rope Arrows and Fire Arrows as you play through the story. Both have their uses outside of combat, but they also help when fighting foes from a distance. Fire arrows set enemies on fire, and can sometimes burn the cover they cower behind. Rope arrows can be used to pull enemies off platforms, or to yank their cover down.

HUNTING

Almost all of the areas on the island are inhabited by animals. These come in two sizes: large animals such as Deer, Wolves, and Boar and small animals such as Birds, Rats, Crabs, Chickens, and Rabbits. Defeating them gives you XP. Plus, with the right skill, you can also gain Salvage. The large animals give more XP than the small.





Besides the Wolves in the forest, animals hardly attack—making this an easy source for XP. Take advantage of this by killing any animals you see and be sure to loot them to collect your XP, and possibly Salvage and ammo as well. There is a maximum amount of XP that can be earned from hunting in each area. For example, in the first Coastal Forest area, you can only gain 300 XP from the Deer and Birds. After that, each kill only gains 1 XP

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SURVIVAL SKILLS

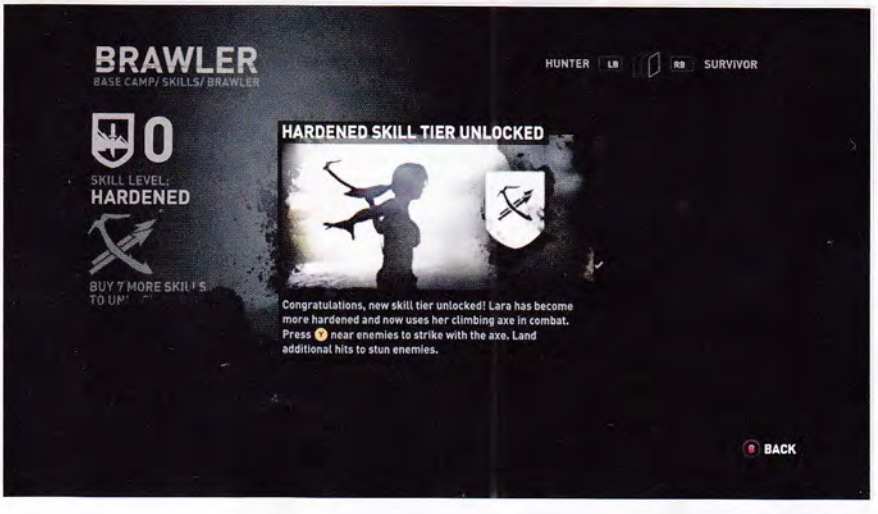
Once you return to Sheltered Ridge Base Camp after killing the deer in "Woman Versus Wild," the Skills menu becomes available at every Camp. Complete tasks and kill enemies or animals to earn Survival Experience Points and fill the on-screen XP bar. Each time the bar is filled, one Skill Point is rewarded that you can use to purchase Survival Skills. Each Skill requires one Skill Point.

There are three types of skills to buy: Survivor, Brawler, and Hunter. For all three types, many of the skills are unavailable until you reach a certain skill level. You must purchase a set number of skills in each level before progressing to the next. The three tiers are reached as shown in the following table:

SKILL LEVEL	TOTAL SKILLS REQUIRED TO UNLOCK
I Rookie	N/A
II Hardened	7
III Specialist	14

The following lists every skill in the game, what skill level is required to earn them, and a description of what you get with each.





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SURVIVOR



The first Survivor Skills give you bonus XP, Salvage, and ammunition when looting or scavenging. The bonus XP and Salvage are great to start with in order to gain Skill Points and upgrades more quickly. Later, a couple of skills allow you to use your Survival Instinct and map to find hidden rewards and Tombs. Climber's Agility is great as it lessens damage from hard falls.

ANIMAL INSTINCTS

Required Skill Level: Rookie

Keen observation allows you to spot hard-to-find animals and food sources. Press the Survival Instinct Button to see animals and food glow.

SURVIVALIST

Required Skill Level: Rookie

Earn extra XP when looting animal corpses and food caches. Grab this one as soon as you can so that you can gain Skill Points more quickly.

ADVANCED SALVAGING

Required Skill Level: Rookie

Thoroughly search crates and caches to find extra Salvage. This is another great skill to get early so that you can build up your Salvage supply more quickly.

BONE COLLECTOR

Required Skill Level: Rookie

Carefully looting animal corpses rewards you with extra Salvage. This is a good way to swiftly get some upgrades.

ARROW RETRIEVAL

Required Skill Level: Rookie

Resourceful archers can recover arrows from the bodies of enemies. Loot an enemy or animal killed with your bow to retrieve arrows.

SCAVENGING

Required Skill Level: Rookie
Required Skill: Arrow Retrieval

Spotting hidden pockets on enemy corpses rewards you with extra ammunition.

CLIMBER'S AGILITY

Required Skill Level: Hardened

Increase your climbing skills to traverse the environment with more speed and resist falling damage. Press the Dodge Button when landing from a hard fall to reduce damage. Lara can still die from a big enough fall though, so be careful.

ORIENTEERING

Required Skill Level: Hardened

Use your keen perception to find hidden rewards in the environment. Enable your Survival Instincts and then look around to have collectibles glow through walls and appear on your map. Remember, you can place a Waypoint on one of these items on the map and use the beacon to guide your way there.

CARTOGRAPHY

2

Required Skill Level: Specialist
Required Skill: Orienteering

Examine your map closely to reveal hidden Tombs and secrets scattered across the island.

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HUNTER

These skills improve your ability when hunting enemies with your weapons. Increased ammo capacity allows you to carry more ammunition for all weapons. Becoming an expert with each firearm allows you to finish off stunned enemies with that weapon and earn extra experience.



STEADY SHOT

Required Skill Level: Rookie

A focused mind allows you more time to aim deadly shots with your bow. You can now hold a charged bow shot for twice as long. This is great for lining up that headshot.



AMMO CAPACITY

Required Skill Level: Rookie

Efficient use of bags and pockets allows you to carry more ammunition. This increases the total amount of ammo for all weapons.



HEAVY LIFTER

Required Skill Level: Hardened
Required Skill: Ammo Capacity

Your increased strength allows you to carry the maximum amount of ammunition. This maximizes the ammo you can carry for all weapons.



ACCOMPLISHED KILLER

Required Skill Level: Hardened

Eliminate your enemies with finesse to earn greater rewards. Earn extra XP with headshots, finishing moves, and stealth kills. Pick up this skill as soon as you reach the Hardened skill level, so you can make the most of the extra XP.



BOW EXPERT

Required Skill Level: Specialist

Use your arrows as hand-to-hand weapons and stab enemies at close range for extra rewards. With the bow selected and a stunned enemy nearby, press the Melee Button to finish him off with an arrow and earn bonus XP.



PISTOL EXPERT

Required Skill Level: Specialist

Fire your pistol at point blank range to execute your enemies for more rewards. With a handgun selected and a stunned enemy nearby, press the Melee Button to finish him off with the pistol and earn bonus XP.



RIFLE EXPERT

Required Skill Level: Specialist

Unload your rifle at close range to brutally finish enemies and earn bonus rewards. With a rifle selected and a stunned enemy nearby, press the Melee Button to finish him off with the rifle and earn bonus XP.



SHOTGUN EXPERT

Required Skill Level: Specialist

Blast enemies with the shotgun at close range to stop them in their tracks and earn extra rewards. With your shotgun selected and a stunned enemy nearby, press the Melee Button to finish him off with the shotgun and earn bonus XP.

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BRAWLER

If you prefer to take out the Solarii with hand-to-hand combat and not waste your ammunition, grab these skills. They toughen you up and give you extra moves for close combat. Counter attacks and the use of your axe can turn an otherwise overwhelming fight in your favor.

PAIN TOLERANCE

Required Skill Level: Rookie

Withstand more punishment in combat and live to fight another day. This allows you to take more damage before dying.

AXE STRIKES

Required Skill Level: Hardened

Deliver two swift strikes with the Climbing Axe to stun your enemies. As you reach the Hardened Skill Level, Lara becomes more hardened and now uses her Climbing Axe in combat. Press the Melee Button near enemies to strike with the axe—stunning them with multiple hits.

DODGE COUNTER

Required Skill Level: Hardened

After dodging an enemy, stab them in the knee with an arrow to cripple them and leave them vulnerable to a killing blow. Press the Dodge Button to Dodge and then the Melee Button when prompted to stun enemies with an arrow to their knee.

DODGE KILL MASTERY

Required Skill Level: Specialist
Required Skill: Dodge Kill

Striking after dodging becomes even more deadly, allowing you to kill almost any enemy. Press the Dodge Button to Dodge and then the Melee Button when prompted to take down almost any foe.

DIRTY TRICKS

Required Skill Level: Rookie

Cleverly use dirt and rocks to blind your enemies and leave them vulnerable to your attacks. Press the Dodge Button to scramble and then press the Melee Button to throw dirt in an enemy's eyes to briefly blind him.

AXE EXPERT

Required Skill Level: Hardened
Required Skill: Axe Strikes

Use your Climbing Axe to deliver a deadly, stunning blow to your enemies. Press the Melee Button to finish stunned enemies with the axe.

DODGE KILL

Required Skill Level: Hardened
Required Skill: Dodge Counter

Skillfully Dodge lightly armored opponents and then strike them at close range to kill them instantly. Press the Dodge Button to Dodge and then the Melee Button when prompted to kill enemies without helmets.

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SURVIVAL GEAR

Lara's gear is vital to surviving the dangers of the island. Items allow her to create a flame, pry open locked doors, and climb rocky walls. Weapons left behind by previous inhabitants and explorers give her the necessary fire power to defeat the island's aggressors.



Besides a few weapons, the gear in *Tomb Raider* is received as you play through the story. Those other weapons are earned by collecting weapon parts found inside crates.

Salvage that you collect can be used to purchase upgrades for the four types of weapons: Bow, Shotgun, Rifle, and Handgun. As you gain new weapons, more upgrades become available and the previous upgrades transfer to the new weapon.



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TORCH

Where Obtained: Scavenger's Den



Shortly after crashing on the island, Lara finds a Torch inside Scavenger's Den. You can light it as long as you are near fire. Hold the Action Button near a flame to light it. Hold the Dodge Button to extinguish it. The torch can be used to light flammable materials such as cloth and netting.

FIRE STRIKER

Where Obtained: Base Exterior



The Fire Striker is a makeshift fire starter found inside a building at the end of "Cry for Help." Hold the Action Button to draw the torch and light it with the flint. Again, hold the Dodge Button to extinguish the torch. This means you no longer have to backtrack to a fire source to light your torch.

LIGHTER

Where Obtained: Shantytown



The Lighter is found inside a helicopter when Lara first reaches Shantytown. This gives her another fire source and allows her to create fire arrows.

CLIMBING AXE

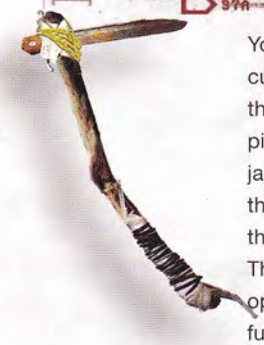
Where Obtained: Mountain Village



Press the Action Button near craggy wall surfaces to scale them. You can then move in any direction to climb the wall. Jump and press the button again to scale the wall more quickly or to get past gaps. The Climbing Axe replaces the Pry Axe and, with the right skills, becomes a lethal melee weapon.

PRY AXE

Where Obtained: Coastal Forest



You find the Pry Axe early on when cutting through a tunnel that connects the two sections of Coastal Forest. This piece of gear allows you to open some jammed doors and various crates around the island. If you see the Axe icon, press the Action Button to use the Pry Axe. Then, rapidly tap the button to force it open. It requires an upgrade to reach its full potential.

UPGRADE: STRENGTHEN

Cost: 50

This upgrade reinforces the Pry Axe so that it can be used to operate cranks. With this upgrade, it is strong enough to open metal crates.



ROPE ASCENDER

Where Obtained: Cliffside Bunker



Heavy or reinforced objects require additional force to move. These are represented by a coil of metal wire, but before you were unable to make them budge. After firing a Rope Arrow at one of these objects, hold the Action Button to use the Rope Ascender. This gear also allows you to ascend rope bridges much faster by holding down the Action Button.

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BOWS

MAKESHIFT LONGBOW



Where Obtained: Coastal Forest

This is a crude bow, but you will find better as you explore the island. Hold the Aim Button to draw the bow. With the bow drawn, press the Fire Button to shoot arrows. Press in on the Right Analog Stick while aiming to zoom in on your target.

RECURVE BOW



Where Obtained: Base Exterior and Mountain Village

The Recurve Bow requires two weapon parts to unlock. These parts are found in Salvage crates at the Base Exterior and Mountain Village. Once you find them, be sure to visit a Camp to receive the upgraded bow.

UPGRADES

ROPE ARROWS

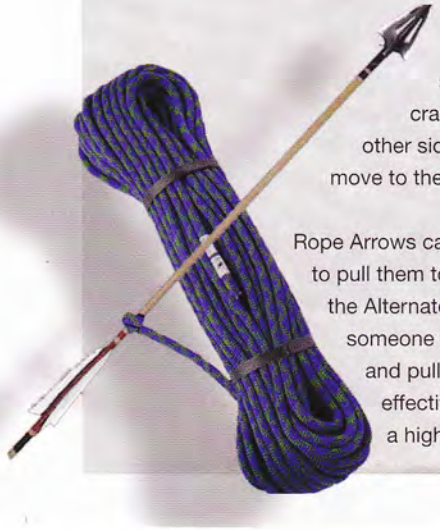


Cost: N/A

Where Obtained: Cliffside Village

Rope Arrows can be used to pull structures down and create zip lines. When you find something that looks like it is wrapped in rope, you can use a Rope Arrow to interact with it. Aim at the rope with your bow and a three-pointed reticle shows up. Press the Alternate Fire Button to shoot the Rope Arrow.

If you are standing next to an anchor post, Lara attaches the other end to the post and creates a rope bridge. Once the bridge is in place, you can use it to slide down to a lower location or climb up to a higher spot. If there is not a post, she attempts to pull the structure down.



Once you get the Compound Bow, you can shoot Rope Arrows into a craggy wall. When you reach the other side, press the Action Button to move to the wall.

Rope Arrows can also be used on enemies to pull them toward Lara. Simply press the Alternate Fire Button when aiming at someone to attach a Rope Arrow to him and pull him your way. This is very effective if enemies are standing on a high platform.







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COMPOUND BOW



Where Obtained: Shipwreck Beach

The Compound Bow is a powerful tool. It not only improves your bow and gives you upgrades, but also allows you to shoot Rope Arrows into craggy surfaces. Now you can create rope bridges with rope coils and scalable rock faces. After crossing one of these bridges to the rock wall, press the Action Button to dismount the rope.

COMPETITION BOW



Where Obtained: Chasm Monastery, Shipwreck Beach

This final bow requires three weapon parts. One part is found when looting an enemy in Chasm Monastery. The other two can be found inside Salvage crates at Shipwreck Beach. Visit a Camp to receive the new bow.

FIRE ARROWS



Cost: N/A
Where Obtained: Shantytown
Arrows are lit on fire and ignite targets on impact. Press Up on the D-pad to switch between Rire and silent arrows. These arrows can be used to set things on fire, including enemies. Now you can burn up netting and cloth without using the torch.

NAPALM ARROWS



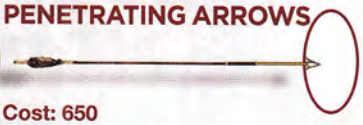
Cost: 350
Required Weapon: Recurve Bow
Required Upgrade: Fire Arrows
Fire Arrows spread a pool of fire on impact. This works great against a group of enemies.

EXPLOSIVE ARROWS



Cost: 650
Required Weapon: Competition Bow
Arrows are rigged with grenade tips to explode on impact. Press Up on the D-pad to select the Explosive Arrows.

PENETRATING ARROWS



Cost: 650
Required Weapon: Compound Bow
Charged shots penetrate armor or pass through soft targets to hit multiple enemies.



REINFORCED LIMBS

Cost: 250
Required Weapon: Makeshift Longbow
Reinforced bow limbs allow a stronger pull for increased damage.



PLAITED STRING

Cost: 250
Required Weapon: Compound Bow
Required Upgrade: Reinforced Limbs
Twisted bow string increases arrow damage even more.



WRAPPED STRING

Cost: 200
Required Weapon: Makeshift Bow
Wrapped string enables a faster firing rate.



STABILIZING WEIGHT

Cost: 300
Required Weapon: Competition Bow
Required Upgrade: Plaited String
Stabilizing weights improve accuracy, resulting in increased damage.



KEY RING TRIGGER

Cost: 250
Required Weapon: Recurve Bow
Required Upgrade: Wrapped String
Makeshift key ring release trigger further increases firing rate.

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HANDGUNS

SEMI-AUTO PISTOL

Where Obtained: Mountain Temple
Lara gets her first handgun after struggling with the Solarii guard in Mountain Temple. This allows for faster firing than the bow, but it attracts more attention.

TACTICAL PISTOL

Where Obtained: Summit Forest
You receive this handgun upgrade at the start of Summit Forest.

MAGNUM PISTOL

Where Obtained: Hall of Ascension, Chamber of Judgement, Temple of the Handmaiden
The Magnum Pistol requires three parts found in the reward chest after completing three specific Tombs. Once you collect all three parts, visit a Camp to receive the pistol.

UPGRADES



BURST FIRE MOD
Cost: 450
Required Weapon: Semi-Auto Pistol
This allows for an alternate three round firing mode. Tap the Alternate Fire Button to activate burst fire.



POLISHED BARREL
Cost: 400
Required Weapon: Magnum Pistol
Required Upgrade: Muzzle Brake
The Polished Barrel improves mechanical performance for increased damage.



EXTENDED MAG
Cost: 200
Required Weapon: Semi-Auto Pistol
A longer magazine holds 10 rounds.



MAGAZINE WELL
Cost: 325
Required Weapon: Tactical Pistol
Magazine is easier to insert for decreased reload time.



HIGH CAPACITY MAG
Cost: 250
Required Weapon: Magnum Pistol
Required Upgrade: Extended Mag
An extra-long magazine holds 12 rounds.



RAPID FIRE MOD
Cost: 300
Required Weapon: Semi-Auto Pistol
Hair trigger modifications increase rate of fire.



PORT VENTED SLIDE
Cost: 200
Required Weapon: Semi-Auto Pistol
Recoil compensation improves accuracy for increased damage.



ERGONOMIC GRIP
Cost: 300
Required Weapon: Tactical Pistol
Rubberized grip modification reduces recoil, making it more stable.



MUZZLE BRAKE
Cost: 250
Required Weapon: Semi-Auto Pistol
Required Upgrade: Port Vented Slide
This delivers a round more accurately for increased damage.



SILENCER
Cost: 350
Required Weapon: Magnum Pistol
Shots are quieted at the cost of slightly reduced damage.

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SHOTGUNS

TRENCH SHOTGUN



Where Obtained: Chasm Monastery
Your first shotgun is found in Chasm Monastery. The shotgun gives you a more powerful gun, but it has a short range and is very loud. With it, you are able to get through the boarded up doorways that you first encountered in Mountain Village.

PUMP-ACTION SHOTGUN



Where Obtained: Mountain Village, Shantytown
You must collect three weapon parts to unlock this upgraded shotgun. These are found in Mountain Village and Shantytown.

COMBAT SHOTGUN



Where Obtained: Shipwreck Beach, Cliffside Bunker, Research Base
Another three weapon parts are required to get the final shotgun. Find these inside Salvage crates at Shipwreck Beach, Cliffside Bunker, and Research Base. Visit a Camp to receive the gun.

UPGRADES

FULL CHOKE



Cost: 400
Required Weapon: Trench Shotgun
This adds an alternate firing mode which concentrates the cone of pellets and gives them a longer range. Press the Alternate Fire Button to fire a tighter, longer shot.

MODIFIED RECEIVER



Cost: 325
Required Weapon: Combat Shotgun
Required Upgrade: Barrel Shroud
Tuned mechanics improve performance for additional damage.

WRAPPED STOCK



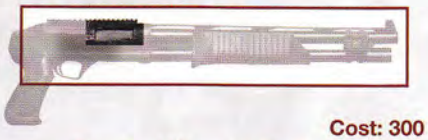
Cost: 300
Required Weapon: Pump-Action Shotgun
Required Upgrade: Padded Grip
Wrapped folding stock further steadies the weapon while firing.

INCENDIARY SHELLS



Cost: 400
Required Weapon: Pump-Action Shotgun
Modified barrel tip applies ignitable fuel to outgoing pellets.

POLISHED BOLT



Cost: 300
Required Weapon: Trench Shotgun
Faster cycle rate between shots improves firing rate.

SHELL MAG



Cost: 350
Required Weapon: Pump-Action Shotgun
Removes need to load shells individually for faster reloading.

BARREL SHROUD



Cost: 325
Required Weapon: Trench Shotgun
Slotted barrel shroud improves gun handling for increased damage.

PADDED GRIP



Cost: 300
Required Weapon: Trench Shotgun
Padded front grip helps steady the weapon for reduced weapon kick.

DRUM MAG



Cost: 400
Required Weapon: Combat Shotgun
Required Upgrade: Shell Mag
Improves reload speed and doubles magazine size to 12.

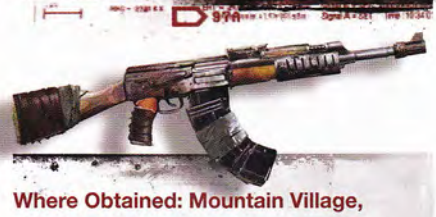
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WWII SUBMACHINE GUN



Where Obtained: Mountain Base
Lara gets her first assault rifle when an enemy drops it in the Mountain Base. This allows you to take down enemies faster with its higher rate of fire.

ASSAULT RIFLE



Where Obtained: Mountain Village, Shantytown
You receive this upgraded rifle after finding three weapon parts. These are found inside Salvage crates in Mountain Village and Shantytown. Visit a Camp to get the rifle once you have all three parts.

COMMANDO RIFLE



Where Obtained: Shantytown, Shipwreck Beach
The final rifle is earned by finding three weapon parts inside Salvage crates. These are found in Shantytown and Shipwreck Beach. Go to a Camp to get the rifle.

UPGRADES

GRENADE LAUNCHER



Cost: N/A
Where Obtained: Solarii Fortress
During "Into the Fire," Lara grabs a grenade launcher and straps it to her rifle. This gives her the ability to destroy some metal barriers. With the rifle selected, use the Alternate Fire Button to fire a grenade at your target.

MATCH GRADE BARREL



Cost: 400
Required Weapon: Commando Rifle
Required Upgrade: Barrel Shroud
Custom barrel rifling increases bullet speed for even more damage.

FRAG GRENADES



Cost: 500
Required Weapon: Assault Rifle
Required Upgrade: Grenade Launcher
Grenades spray shrapnel upon detonation, incapacitating enemies in a wide blast radius.

PADDED STOCK



Cost: 300
Required Weapon: WWII Submachine Gun
Rifle butt and grip padding helps steady the weapon while firing for improved stability.

HIGH CAPACITY MAG



Cost: 225
Required Weapon: WWII Submachine Gun
A longer magazine holds 15 more rounds.

MUZZLE BRAKE



Cost: 350
Required Weapon: WWII Submachine Gun
Required Upgrade: Padded Stock
Effectively dispels the gas from bullet firing to reduce recoil.

BARREL SHROUD



Cost: 350
Required Weapon: Assault Rifle
The barrel shroud improves gun handling for increased damage.

TAPED DOUBLE MAG



Cost: 300
Required Weapon: WWII Submachine Gun
Two magazines taped together increases reload speed.

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POLISHED EJECTOR



Cost: 250
Required Weapon: WWII Submachine Gun
A polished ejector increases the firing rate.

SCOPE



Cost: 250
Required Weapon: Commando Rifle
A scope increases zoom magnification for improved accuracy at long range.

SILENCER

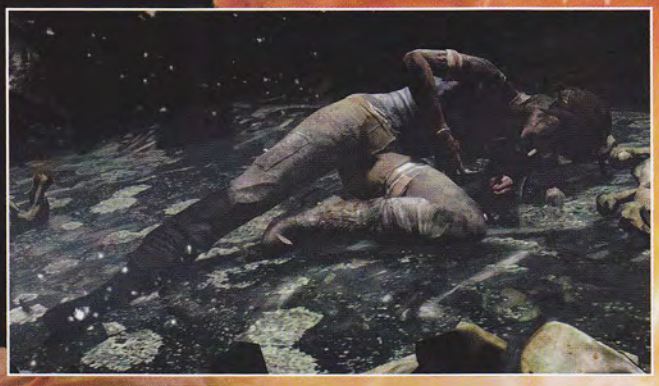


Cost: 500
Required Weapon: Commando Rifle
Shots are quieted at the cost of slightly reduced damage.

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THE SURVIVORS







LARA

Name: Lara Croft

Age: 20's

Occupation: Archeologist

When Lara was young she traveled with her parents on many of their archaeological expeditions. These expeditions and the mysteries they uncovered helped shape the woman she was becoming. It was on one of these expeditions that her parents vanished and were presumed dead.

Even though Lara's family left her with a vast fortune, giving her the means to attend Cambridge with ease, she decided that she wanted to earn her own way and would instead apply to the University College of London. This decision required her to pay her tuition and rent by working multiple

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jobs. Though this was a much tougher choice, it helped Lara become more grounded and level headed than she might otherwise have been.

Becoming a student at UCL also kept her with Sam, Lara's friend since boarding school. It was because of Sam's free spirit and wild streak that Lara was able to experience much more of London than just the universities and museums that she loved so much. Their desire for adventure drew them both toward the expedition aboard the Endurance.

Lara is certain she knows the location of the legendary island of Yamatai and this expedition is her chance to prove herself.

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SAM

Name: Samantha Nishimura

Age: 22

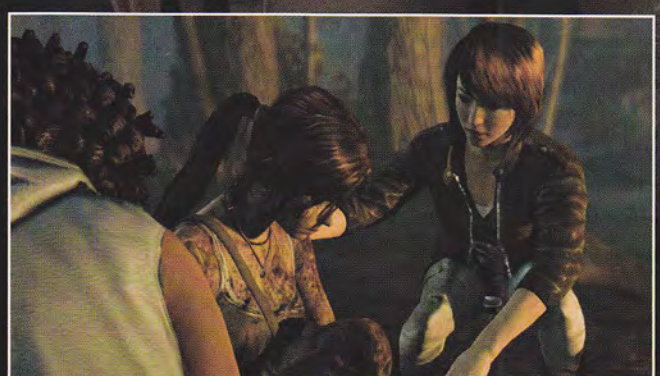
Occupation: Documentary Producer/ Translator

As Samantha was growing up she moved all over the world because of her parents' jobs. Constantly shuffling between different countries and other continents had a negative effect on Sam's behavior. Always starting in new schools made her feel isolated and like an outsider. To combat these feelings she sought attention by being self-destructive and rebelling against any authority figures in her life. Because of this, she was expelled from many of the schools she attended, as well as nearly being in trouble with the authorities. Even her parents' influence had its limits, so they finally decided to enroll Sam in a boarding school. This is where Sam met Lara Croft.

Lara and Sam became great friends, strengthening each other's weaknesses. Lara helped Sam by being a calming influence on her otherwise wild personality. Sam and Lara grew closer over the years and when it became time to choose a college to go to they both decided to attend UCL. Sam studied film, specializing in documentary filmmaking.

As Sam and Lara's education at UCL was coming to a close, they had an insatiable desire to go on an adventure. Sam was quick to sign aboard the Endurance as the expedition's filmmaker and translator. She believes Lara is on to something and she wants to be there to film it for posterity.

Something about this expedition has awakened a desire to learn more about her Japanese roots. It is as if something is beckoning her to take this voyage...



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ROTH

Name: Conrad Roth

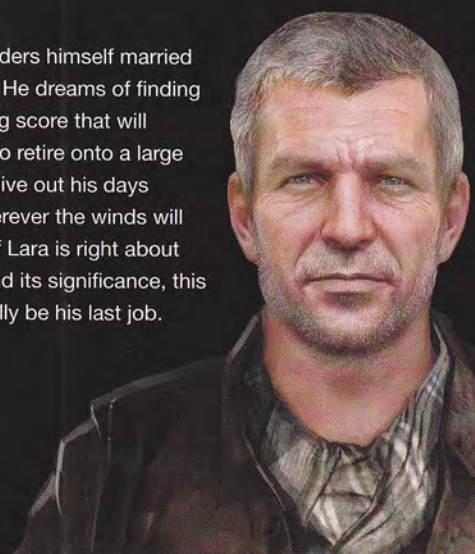
Age: 52

Occupation: Treasure Hunter, Captain of the Endurance

After serving two combat tours with the Royal Marine Commandos, Conrad Roth left military service to put his rather specialized set of skills to use as a treasure hunter. Roth has progressed during his career to captaining a large, well-equipped salvage vessel named the Endurance. Though he expects their obedience, he treats his crew fairly, and, as a result, inspires a great deal of loyalty. In everyday dealings he is easy going, sometimes even playful. When the going gets tough however, Roth exhibits a no-nonsense leadership style that brooks no argument.

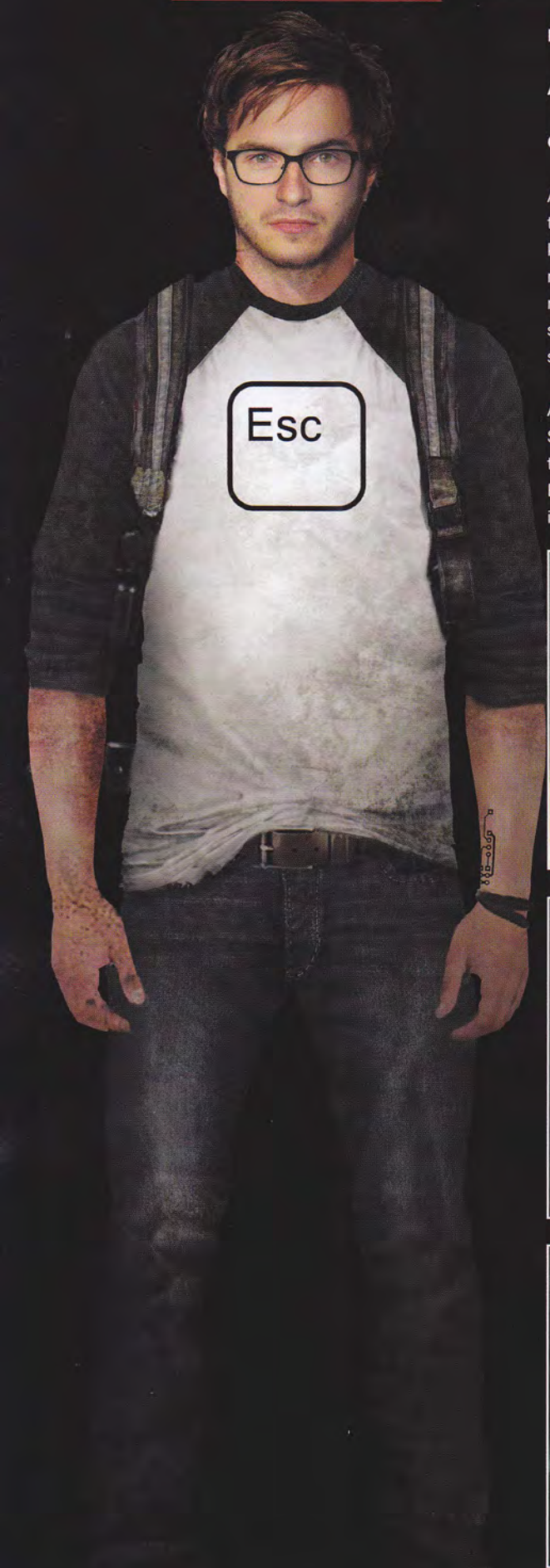
His faithfulness to his employers, as well as his willingness to bend certain laws, makes him highly sought after among discerning collectors, such as the late Earl and Lady Croft. Roth got to know Lara while he worked with her parents. After their disappearance, he took on the duty of looking after Lara, teaching her practical skills which were a little unusual for a wealthy British heiress, such as rock climbing, navigation, and other survival skills. With her parents gone, Roth is the closest thing Lara has to family, and he takes that role seriously.

Roth considers himself married to the sea. He dreams of finding that one big score that will allow him to retire onto a large yacht and live out his days sailing wherever the winds will take him. If Lara is right about Yamatai and its significance, this will hopefully be his last job.



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ALEX



Name: Alex Weiss

Age: 22

Occupation: Ship's Engineer and Radio Technician on the Endurance

Alex Weiss has always been good with technology. This self-professed cybergeek knows just what to do with almost any machine. Though he's not a bad guy, he's not above using his technical skills to do some things which may or may not be strictly legal.

Alex attended university with Lara and Sam, and likes to flirt a bit with each of them, though his attentions are unrequited. Even with his technical background, he is a bit out-there. Alex is fascinated with conspiracy theories, alien abductions, and urban legends of all sorts. When the opportunity came up to join the Endurance crew, he jumped at the chance for adventure. Even though he is friends with Sam and Lara, his skills earned him a place on the crew as an electrician, handyman, and all around tech guy.

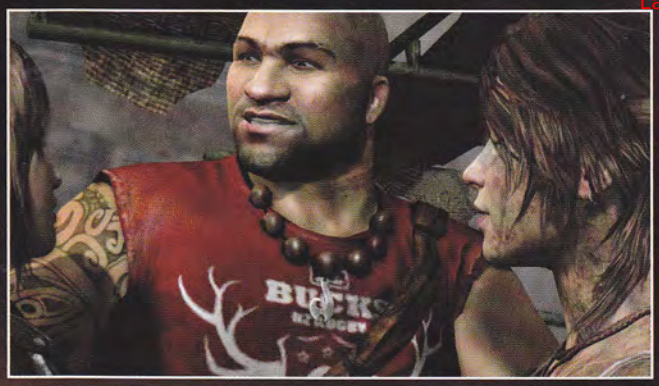
Alex doesn't know if the expedition will pan out, but he isn't about to give up the chance to dig into a potential mystery.







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JONAH

Name: Jonah Maiava

Age: 33

Occupation: Cook and First Mate on the Endurance

Jonah was born in New Zealand, but raised in Hawaii by his maternal grandmother. As a young man, he traveled back to his home country to serve in the army, or what his Maori people call "Ngāti Tumatauenga," or "Tribe of the God of War." His strength and almost preternatural ability to detect danger made him a popular member of his unit. His ability to prepare and cook almost anything didn't hurt either. After sustaining a bad shrapnel wound, Jonah was honorably discharged and went to work as a chef in his sister's cafe in Ngāpuhi.

While traveling around New Zealand, Roth Spotted Jonah on a dockside carrying four crates of seafood at once. Impressed by his strength, he offered Jonah a place on his boat. The two soon became good friends and Jonah soon became the first mate and cook on the Endurance.

Jonah inherited a set of deep spiritual beliefs from his grandfather, a respected Māori shaman. This includes a belief in spirits and other supernatural forces which often earns him good-natured ribbing from Lara and the rest of the crew. He feels a growing unease as the Endurance nears the Dragon's Triangle, but knows the others may not listen to his warnings.

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REYES

Name: Joslin Reyes

Age: 42

Occupation: Chief of Security on the Endurance

Joslin Reyes is Roth's "Chief of Security." An ex-cop from New York, very little surprises her and even fewer things slow her down. Reyes met Roth after laying him out with one punch while he was causing trouble in a local bar she frequented. Roth offered her a job on the spot.

Reyes offers backup muscle for Roth on some of his less respectable deals. Onboard she is responsible for maintaining some of the equipment, like the spear and flare guns, and diving apparatuses. She enjoys a close relationship with Roth, and trusts him when it comes to his crew and the job.

Reyes has a fourteen-year-old daughter, Alisha, who lives with her sister while she's off with "Uncle Roth." She hates being away from her daughter, but Roth pays well and she likes the work.

She isn't sure how she feels about following Lara into the Dragon's Triangle. The girl seems alright, but what does a trust-fund kid know about anything? Roth says go, so she'll go, but Reyes hopes for a quick end to the job so she can get back home to Alesha.

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WHITMAN

Name: Dr. James Whitman

Age: 40's

Occupation: Archaeologist

Thanks to his hit show, Dr. Whitman was once one of the most well-known archeologists in the world, at least to the average joe. Though this cost him any real academic credibility, it gave him the fame and fortune that he so craved. Now, with his career on the decline and his marriage in shambles, he is looking for a big find.

With this in mind, he decided to embark with the Endurance crew to seek out the legendary island of Yamatai. Whitman thinks Lara might be onto something with this Yamatai business. Of course, she's only a student, so it will be his name that's attached to the project should it pan out. This could be the big find he needs to not only regain his credibility, but more importantly, re-launch his television career.







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GRIM

Name: Angus Grimaldi

Age: 60's

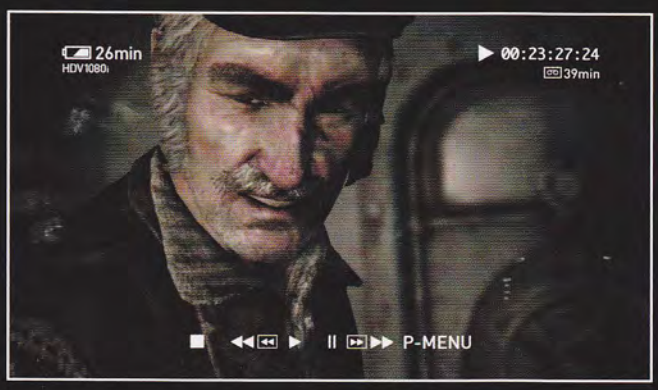
Occupation: Helmsman

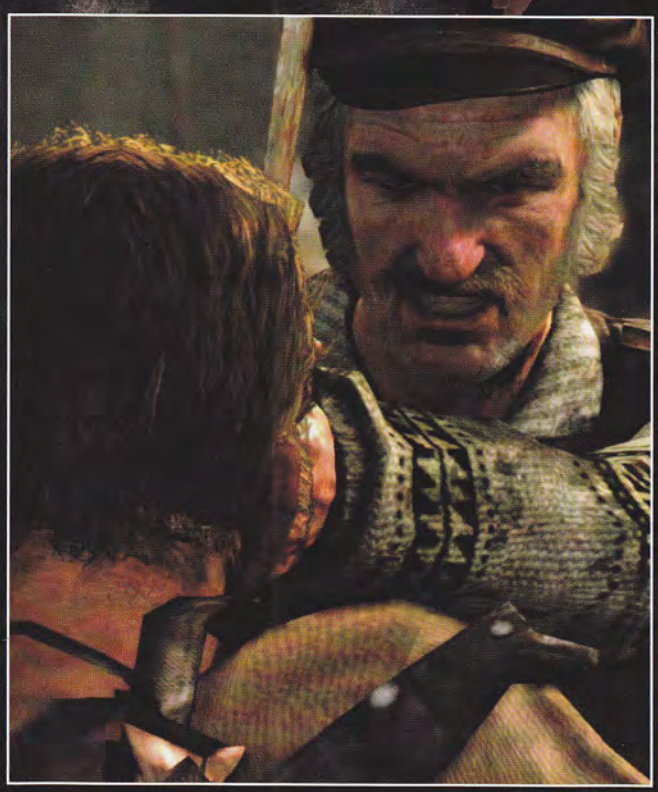
Grim came of age on the mean streets of Glasgow. He has always been called to the water and, as a child, often built makeshift boats and even taught himself to sail on the river Clyde. Grim has sailed on all the world's oceans and there is very little about the water that he doesn't know.

Grim met Roth while in the Merchant Navy where they served together on more than one mission. When Roth started running a ship of his own, Grim was his first choice of helmsman.

Grim thinks Lara is a likeable enough lass, but believes that those with a privileged upbringing like hers don't show enough respect for the sea and its secrets. He'll follow whatever course Roth sets, but worries that Lara's plan to go deeper into the Dragon's Triangle may prove more trouble than it's worth.







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MATHIAS



Name: Mathias

Age: Late 50's

Occupation: Leader of the Solarii

Having survived a plane crash, Mathias quickly learned the futility of trying to escape the island. He has made a place of prominence for himself among the other islanders. He knows there is a power here but his attempts to learn more have so far been thwarted by other mysterious inhabitants of the island.







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ENEMIES

THE SOLARII

Most of the foes you face on the island are members of the Solarii. Many of these desperate men have been marooned here for years, and some have never known another life. Though it's unclear what binds them together, one thing is for certain—they don't like outsiders.



SOLARII LIGHT SOLDIERS

Weapon	Machetes, Sickles	Health	Low
Attack Styles	Fast Attacks, Close Range	Damage	High

Light Soldiers make up the majority of the Solarii. They are tasked with combing the massive amounts of wreckage found all over the island for useful goods. As with all Solarii, they are eager to deal with any outsiders who cross their path.

Light Soldiers are the first type of Solarii you encounter on the island. While they don't carry ranged weapons, they can still put up a good fight hand to hand. Later, when you are better-equipped, they pose little risk, but early on they can be very dangerous.

Since they have no ranged attacks, Light Soldiers are best taken out from range whenever possible. When you must meet them hand to hand, be quick to Dodge their blows and hit them with your own attacks.

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SOLARII ARCHERS

Weapon	Bow, Makeshift Flame Arrows	Health	Normal
Attack Styles	Ranged Attacks, Uses Cover	Damage	Normal



Solarii Archers are one of the most common ranged attackers you face. After all, arrows are easier to manufacture than bullets when you're stranded on an island. Just like Lara, they use their bows to good effect, often hiding behind cover or firing from elevated positions.

When facing Archers it is best to find cover, and return fire from relative safety. Every so often they poke their heads out from behind cover to check your position. Time your attacks to take advantage of this whenever possible. As with other ranged foes, use the environment against them whenever possible. Explosive barrels and oil filled lanterns are good targets to hit to damage ranged foes when they're cowering behind cover.

Some Solarii Archers can ignite their arrows with fire. This can catch the area near you on fire, forcing you out of cover and sometimes destroying your cover altogether.

SOLARII SAPPERS

Weapon	Molotov Cocktails, Road Flares, Dynamite	Health	Normal
Attack Styles	Long to Mid-range Attacks	Damage	High



Solarii Sappers have a throwing accuracy that major league pitchers would envy. They tend to stay behind cover, or behind their comrades, and lob fiery projectiles at you. Early on, you encounter Sappers throwing Molotov Cocktails, but they soon progress to tossing Road Flares and even single sticks and bundles of Dynamite as you journey deeper into the island.

A Sapper's main job is to damage you while you are behind cover or to blow your cover up entirely. When a projectile hits the ground near you, immediately Dodge and roll away to minimize the damage.

If you're quick enough, you can turn the dangerousness of Sappers' projectiles against them. Watch for Sappers to ready their throw and then shoot them, forcing them to drop the projectile at their own feet. Time this correctly and you not only prevent them from throwing their projectile, but you also cause it to blow up in their face, hopefully taking a few of their comrades with it. If you weren't quick enough to hit it before it's thrown, you can still fire on the projectile while in the air, taking it out before it gets close to you.

SOLARII HEAVY SOLDIERS

Weapon	Polearm	Health	High, Heavily Armored
Attack Styles	Steady Melee Attacker	Damage	High



These brutes are heavily armored, making them almost impervious to your first few hits. If you spot one from a distance, begin firing before you get near. This gives you the chance to damage parts of their armor, making them vulnerable to subsequent hits.

When facing them in melee range, be ready to Dodge right as they swing, so that you are ready to Counter their blows. This is the most efficient way of taking this enemy down when the fight is up close and personal.

These tough melee fighters can be overwhelming early on if not handled cautiously. When you encounter the Heavy Soldier as part of a group, take down any Light Soldiers or other easier targets first, before focusing on the Heavy Soldier.

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SOLARII RIFLES



Weapon	Scavenged WWII Submachine Gun	Health	High
Attack Styles	Ranged Attacks	Damage	Very High at Close-range

Much like Solarii Archers, Solarii Rifles attack from range whenever possible and frequently make good use of cover. The main difference between these two ranged attackers is in the damage they deal. Unlike Archers, Solarii Rifles deal massive amounts of damage at close or medium range, making cover a necessity for survival.

When facing these foes, stay behind cover as much as possible. When a Solarii Rifle sticks his head out from behind cover, hit him hard and fast. A good clean headshot quickly removes this threat.

SOLARII GUARDSMEN



Weapon	Machete and Large Metal Shield	Health	Normal
Attack Styles	Steady Melee Attacker	Damage	Very High at Close-range

Solarii Guardsmen are melee powerhouses. They are nearly impossible to take down with ranged weaponry as their shield protects them from most projectiles.

To successfully attack them, you must get around their shield. Be patient and Dodge their attacks so that you have the opportunity to Counter. This is vital to getting in under their guard. Early on your Dodge Counter allows you to disable them long enough so you can get in another blow and do some real damage. Later, as you gain more melee skills, your Dodge Counter allows you to take these guys out in one successful strike.

While their blows cause a great deal of damage, the Solarii Guardsmen move more slowly than many of their comrades. It is best to take out the easier foes first, before concentrating on this enemy.

SOLARII HEAVY GUARDSMEN



Weapon	Polearm, Metal Shield	Health	High, Heavily Armored
Attack Styles	Shielded Melee Attacker	Damage	High

Solarii Heavy Guardsmen are very similar to Guardsmen, but have a longer range, due to their Polearm, and increased armor. Like Guardsmen, Heavy Guardsmen use their shield to protect against projectiles and other frontal attacks.

To successfully attack them, you must get around their shield. Be patient and Dodge their attacks so that you have the opportunity to Counter and get in under their guard. Due to their high vitality and heavy armor, you can never take these guys out in one blow, even with advanced melee skills.

When facing these in a group of attackers, leave these slow moving foes until after you've dealt with their swifter comrades, unless you are caught in tight quarters. If you find yourself facing one of these Solarii with nowhere to Dodge, take him out first and spare yourself some pain.

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SOLARII SHOTGUNNERS

Weapon	Scavenged Shotgun	Health	Normal
Attack Styles	Aggressive Range Attacks	Damage	Very High at Close-range

Solarii Shotgunners are very aggressive attackers. Unlike their ranged comrades, they care little for cover and do whatever it takes to get close enough to blast you with their shotgun.

Whenever possible, take them out with a headshot before they get the chance to head your way. If this isn't possible, don't hesitate to mow them down at the knees to stop their usually swift advance.



SOLARII ENFORCERS

Weapon	Assault Rifle	Health	High, Heavily Armored
Attack Styles	Long-range Attacks	Damage	High

Solarii Enforcers have all the traits you hate to face in an enemy. Their high amount of health, heavy armor, and ability to attack from long range make them extremely deadly.

Find cover and stay behind it when facing Enforcers. Their assault rifles do a good deal of damage, making cover vital to your survival. Don't expect a battle against an Enforcer to end quickly. To damage them you need to focus on the same area of their body to knock out pieces of their armor. Once you get the Grenade Launcher use it to knock them out of cover and do damage at the same time.



SOLARII ELITE SOLDIERS

Weapon	Scavenged Katana, Compound Bow	Health	Normal
Attack Styles	Uses both Range and Melee Attacks	Damage	High

Solarii Elite Soldiers are a double threat. They are equally comfortable facing you in close combat or from range. Elite Soldiers are very accurate with their compound bow, making it important for you to stay behind cover. In melee combat they deal devastating blows with their Katana.

Luckily, Elite Soldiers aren't heavily armored and have a normal amount of health. Because of this, your safest option is to take this enemy out from range with a headshot. When this isn't possible, stay behind cover and trade shots with them until you take them down, or use your Shotgun at close range to blast them off their feet.



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BORIS THE TANK



Weapon	Unarmed	Health	Very High, Unbreakable Armor
Attack Styles	Slow, Heavy Attacks at Close-range	Damage	Very High

Boris is the biggest, baddest, meanest fighter the Solarii have to offer. You only encounter Boris once, but it is a fight to remember.

Boris is covered in heavy, unbreakable armor and is extremely resistant to all damage. He towers over even the other Solarii, making him an imposing figure. Boris is unarmed and only uses his fists for weapons, but that's all he needs. One hit from him drives you to the ground in a critical state, and a follow up blow ends your suffering permanently. Given this, it is imperative that you don't let his blows connect.

The one place Boris is unarmored is his head. Aim your shots at his noggin to stun him. A simple headshot won't take him down, even if you manage to connect. As he's stunned, approach him to hit him with a melee strike. Wounding him in this fashion, or by Dodge Countering his blows, gives you the opportunity to hammer him with some decent melee strikes. This is the only way to defeat him.

ONI

No one on the island knows precisely who or what the Oni are but one thing is certain, they are inherently hostile to any outside their ranks. These deadly warriors are a source of fear and awe for even the hardened Solarii, who build their makeshift fortifications not to thwart the occasional outsider, but to defend against these fearful foes. Always use extreme caution when dealing with Oni.

Though the Oni are tough foes, they are not immortal. Do enough damage to them and they go down.

ONI WARRIORS



Oni Warriors are quick melee fighters who close with you as swiftly as possible. They are heavily armored, meaning you need to damage their armor before your blows will really count.

When at range, use the assault rifle to damage their armor. As they get closer, pull out the shotgun to blast them so you don't need to be very accurate as they zigzag towards you.

If they reach melee range, wait for them to strike and be ready with your Dodge Counter to disable them and take them down.

Weapon	Katana
Attack Styles	Fast Attacks, Close Range
Health	High, Heavily Armored
Damage	Very High

ONI PIKEMEN



While the Oni Pikemen carry shields, it is possible to shoot around them to begin damaging their armor as they approach. The grenade launcher is very effective at stopping these foes in their tracks.

When they reach melee range, which is almost a certainty, make good use of your Dodge Counters to disable them. Once they are lying on the ground you can finish them off easily with any of the weapons in which you have trained up to the expert level. In addition to giving you the chance to Counter, Dodging is a necessity as one or two swings of their Naginata can kill you.

Weapon	Naginata, Metal Shield
Attack Styles	Steady, Mid-range Attacks
Health	Very High, Heavily Armored
Damage	Very High

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ONI ARCHERS



Oni Archers always stay at range. They make good use of cover whenever it's available. They fire both normal and fire arrows at a very high rate. Each successful hit from an Oni Archer causes a serious amount of damage, so using cover is essential to surviving their attacks.

As with the Solarii Archer, the Oni Archer needs to keep an eye on your position. When he pops up out of cover to spot you is the perfect opportunity to go on the offensive and begin breaking his armor.

Weapon	Samurai Bow, Flame Arrows
Attack Styles	Fast, Long Range Attacks
Health	High, Heavily Armored
Damage	Very High

ONI STALKER



The Oni Stalker is a fearsome foe. He is the toughest among the elite Oni soldiers. He stands nearly twice as tall as the other Oni, seeming nearly inhuman.

This brute is practically invulnerable due to the armor he wears, except to attacks on his unprotected back, which he rarely shows you. The Stalker charges at you, swinging his two-handed weapon at you in a large arc. Scramble behind him as he attacks; he momentarily pauses to ready his next attack. During this time use any of your weapons, preferably ranged, to do as much damage to his back as possible. Any blows from his club send you reeling and cause a massive amount of damage, so you must be quick on your feet to survive this fight.

Weapon	Giant Club
Attack Styles	Melee
Health	Very High, Unbreakable Armor
Damage	Very High

WILDLIFE



The island is home to several wild animals—some which may become your prey, others who prey on you. All offer XP and Salvage as well, if you have trained the proper skills.

The wildlife on the island is attuned to danger and unlikely to let you get within melee range. When hunting, use your ranged weapon, like your bow or pistol, to cull the creatures. Birds, Rats, Crabs, and Rabbits offer no danger while you hunt. A wounded Deer can charge you and cause a minimal amount of damage, as can Boars.

The deadliest wild creatures you face on the island are the Wolves. They often hunt in pairs and you seldom see a lone Wolf. It's best to attack these from a distance, before they get the chance to get you in their slavering jaws. If they start to get too close, scramble out of the way to give yourself a moment to retaliate. Early on, you encounter only wild Wolves looking for a meal, but as your journey progresses you encounter ill-tempered Wolves trained by the Solarii.

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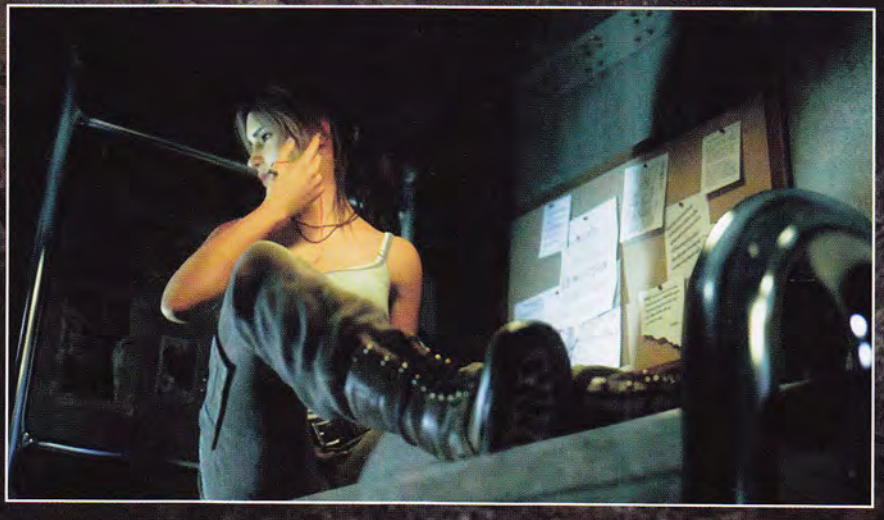
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A SURVIVOR IS BORN

Aboard the Endurance research vessel, Lara Croft joins Captain Conrad Roth and Dr. James Whitman, a famed archaeologist, on her first adventure. They set sail for an island in the Pacific, where they hope to find the lost kingdom of Yamatai.



As the ship makes its way through a rough storm, it crashes against the mysterious island. Lara is washed onto a beach and comes to rest close to others in the crew. She tries in vain to call for help, but a mysterious man has other plans for her.





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SO IT BEGINS





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Camps 0 | Documents 0 | Relics 0 | Challenges 0 | GPS Caches 0 | Treasure Maps 0

CHALLENGES:

- None

ENEMIES & PREY:

- None

Lara wakes up to find herself hanging from the ceiling in some kind of ritualistic room **(1)**. She struggles to break free from a makeshift cocoon. Use the Left Analog Stick to swing toward another cocoon—knocking it into the fire. This causes the skeleton inside to drop to the ground below. This also sets a nearby beam on fire. Swing towards the beam to set your cocoon on fire and send Lara down to the floor.





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Unfortunately, Lara falls right on a rod that stabs her through her side. Quickly tap the Action button to remove it. Badly injured, stumble into the next room and approach one of the torches on the side of the cave **(2)**. Grab it to add it to your inventory.



NEW GEAR: TORCH

With the torch in your inventory, you can now light it as long as you are near fire. Hold the Action button near a flame to light it. Hold the Dodge button to extinguish it. The torch can be used to light flammable materials, such as cloth.



Push ahead until you reach a pile of barrels and crates draped by torn pieces of cloth. Use the torch to light the debris and clear the path **(3)**. As you continue ahead, Lara squeezes through a tight crevice, and water puts out the torch.



Use the flame on the right to relight the torch and climb onto the platform on the left. Next, use the torch to light the cloth wrapped around the pole **(4)**. This ignites a red explosive barrel and clears out the debris that clogs the path.



SURVIVAL INSTINCTS

Press the Survival Instinct button to examine your surroundings. Anything that is useable lights up, helping you out if you are unsure of what to do.



Jump to climb onto the platform and move into the small opening. A strange man grabs Lara's legs and attempts to pull her back out. Quickly wiggle the Left Analog Stick left and right to break loose.



AUTOMATIC CROUCH

Instead of having to press a button to duck into low areas such as this opening, just move in that direction to automatically crouch.



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FORCE OF WILL

MAIN OBJECTIVE:
- Escape the Caverns

OBJECTIVE:
- Find a Way Out

LOCATIONS:
- Scavenger's Den

FIND A WAY OUT

Continue along the path as Lara wades through the deep water **(5)**. Moving into this next area extinguishes your torch. The way out is to the left, but it is blocked by debris.



OBJECTIVE BEACONS

Using Lara's Survival Instinct highlights an Objective Beacon, showing you where your next objective destination is located. Look for the column of light to show you the way.



Move up the ramp on the right and light your torch at the open flame. Two ropes hold down a platform ahead. Each rope is tied down to a pole wrapped in a cloth **(6)**. Light each on fire to release the platform and cause another contraption to fall into the water.

This collects the crates that float down the water. Light one on fire and it spreads to the rest of the debris. Run up the right path, turn around at the apex, and jump over to the platform. Lara's weight raises the burning debris and dumps it into a cage on the right.





Jump over to the walkway on the right, approach the cage, and press the Melee button to shove it. This knocks the burning crates down a slide into the obstruction, which ignites the mines and barrels collected there.



Exit through the new opening as the cave starts to come down around Lara. Follow the route toward the light until the ground crumbles below your feet. Guide Lara down the middle of the path until she busts through the boards at the end.

Lara is back on her feet, but the place is still coming down **(7)**. Keep moving forward and jump over the three gaps that have formed in the rock. Lara stumbles in the next area and is again grabbed by a strange islander. Wiggle the Left Analog Stick left and right until an icon appears with two circles around it. When the gray circle gets inside the yellow one, press the Melee button to kick the offender away!



Continue running between the narrowing walls and jump across another gap **(8)**. Lara barely hangs on to the other side as her torch is lost. When two button icons appear in the bottom-right corner of the screen, quickly alternate presses of the buttons shown.

This causes Lara to clamber up an incline toward the light. When she pauses, press the Left Analog Stick left to avoid a falling rock. Immediately, continue pressing the two buttons indicated until she pauses again. This time press the stick right. Once it is clear, climb to the exit.

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SIGNS OF LIFE

MAIN OBJECTIVE:

- Discover the Fate of the Endurance Crew

OBJECTIVES:

- Search for Traces of Other Survivors
- Follow the Survivors' Trail
- Take Shelter from the Storm





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Camps 0 | Documents 0 | Relics 0 | Challenges 0 | GPS Caches 0 | Treasure Maps 0

CHALLENGES:
- None

ENEMIES & PREY:
- None

SEARCH FOR TRACES OF OTHER SURVIVORS



Once Lara gets back on her feet **(1)**, run to the left along the cliff, where she notices the other crew members' lifeboat below. Continue on in that direction, slowly walk across a downed tree, and jump across the gap.

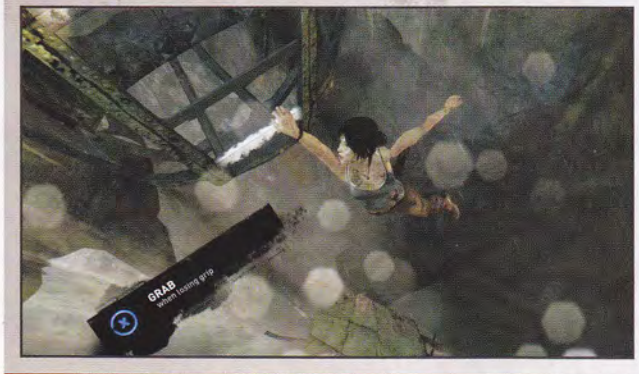
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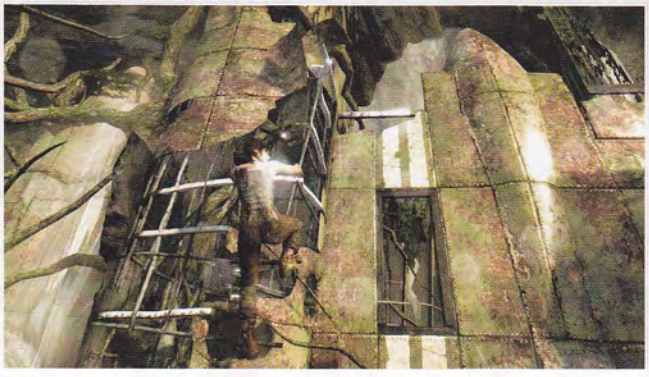
Further down the path, a crashed WWII bomber hangs on the edge of a waterfall and it looks like the only way to get to the other side. Run up to the cockpit and jump to grab on **(2)**. Climb up a couple of rungs and then press Up while jumping to reach the distant ledge.

GRAB ON

When Lara jumps to a ledge or another climbable object, she may lose her grip with one hand. Press the Action button when prompted to grab on with both.



Continue going up until you can't go any farther. Follow the frame of the aircraft right, then up, and then sidle out onto the wing. Press Right as you jump to clear the engine and grab onto the flap. Move down the wing as it breaks loose and crashes to the ground.

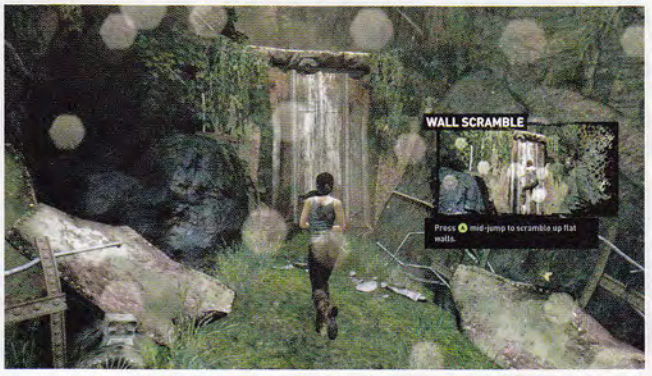




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FOLLOW THE SURVIVORS' TRAIL

Walk along the narrow path and approach the wall ahead **(3)**. Scramble up to the ledge and pull yourself up. Drop off the other side to find Sam's pack **(4)**. Inside you find a match, her camcorder, and a two-way radio. Jump for the ledge ahead, but Lara can't hang on and tumbles into the Coastal Forest.



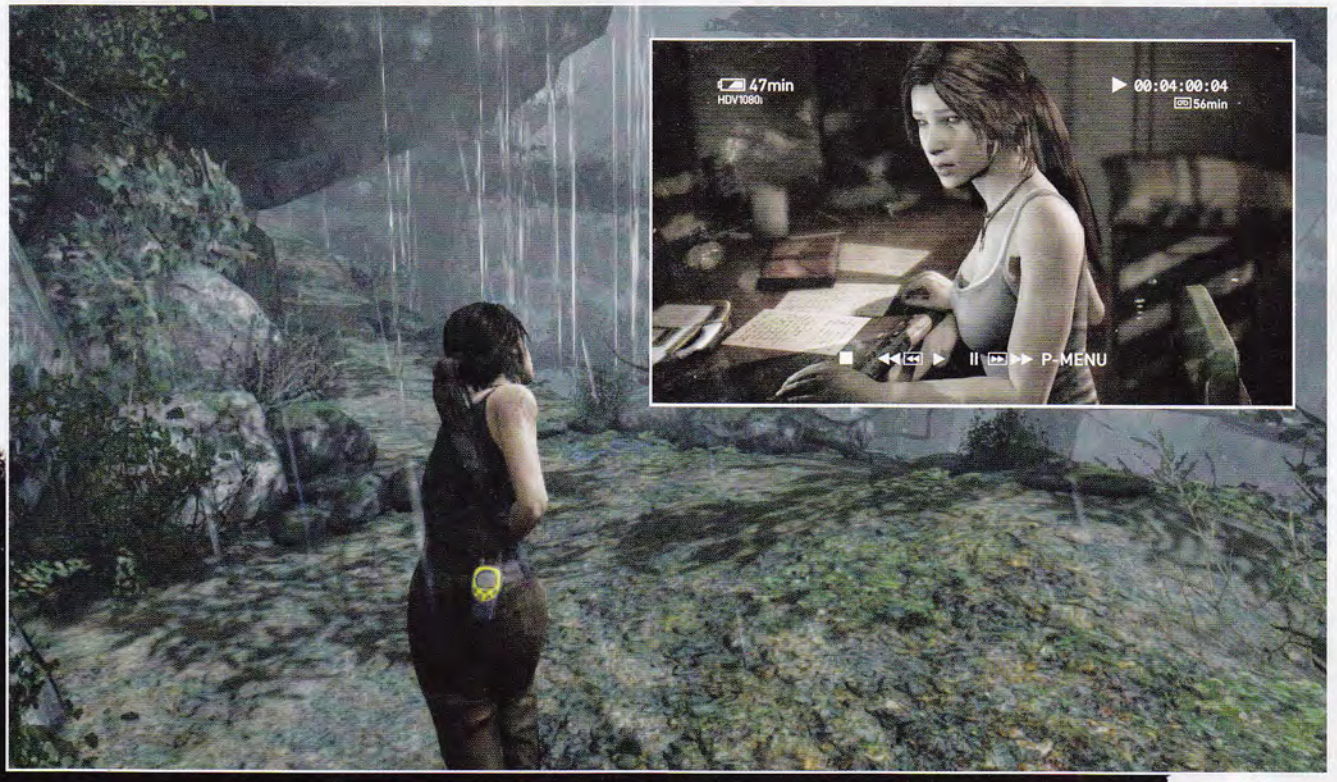


WALL SCRAMBLE

Lara can use a flat surface, such as the side of a building, to reach greater heights. When jumping against a wall, press the Jump button to scramble up the wall. This is great for reaching the roofs in the island villages.

TAKE SHELTER FROM THE STORM

Keep moving under the shelter and find your first Base Camp, **Sheltered Ridge**. Lara attempts to contact someone on the radio, uses the one match she found to start a fire, and takes a look at the recording on the video camera. From the recording, you learn the purpose of this trip and how Lara and the crew of the Endurance ended up on this island.



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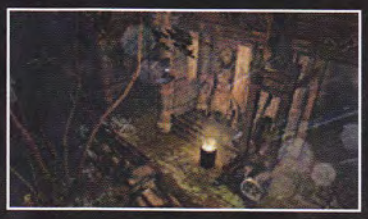
WOMAN VERSUS WILD

MAIN OBJECTIVE:

- Find Something to Eat Before Starving

OBJECTIVES:

- Search for Food
- Find a Weapon to Hunt Animals
- Collect Meat from Wild Animals





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Camps 1 | Documents 1 | Relics 1 | Challenges 5 | GPS Caches 3 | Treasure Maps 0

CHALLENGES:

- Ghost Hunter (Destroy 10 Totems)

ENEMIES & PREY:

- Deer
- Birds
- Wolves

SEARCH FOR FOOD

CONDITION: DAMAGED

The rain has stopped and Lara is feeling a bit more refreshed, but she needs some grub. Time to leave the Base Camp **(1)**. Run down the hill to find deer and birds that make great prey. Venison should satisfy Lara's appetite, but she needs a weapon. Continue along the path into the forest.



DODGE/ROLL

Now that Lara is feeling a bit more refreshed, she is able to perform more maneuvers. One such move comes in handy against future enemies and even charging deer. Press the Dodge button to charge in the direction Lara is facing. Pressing it again while she is doing this causes her to roll. With a weapon drawn, you can use this to Dodge to the side to avoid an attack.



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FIND A WEAPON TO HUNT ANIMALS

Lara spots a skeleton **(2)** of a man hanging from a tree—a little shocking, but not very useful. Fortunately, a bow hangs around the body—that could work.



EXPLORE AND COLLECT

Coastal Forest is the first area that contains collectibles and Challenges. Our maps show you where to find these items, but you can also follow along with our walkthrough as we guide you through each one. If you wish to immediately move on with the story, just head for the Objective Beacons.

Grab the arrows that lean against the building ahead and use the wall to scramble to the roof. Turn right and jump over to another ledge. Carefully walk out onto the limb. As the skeleton swings back your way, move left to grab the bow.



NEW GEAR: MAKESHIFT LONGBOW

This is a crude bow, but don't worry; you will find better gear as you explore the island. Hold the Aim button to draw the bow. With the bow drawn, press the Fire button to shoot arrows. Press in on the Right Analog Stick while aiming to zoom in on your target.



CHARGED SHOT

When firing your bow, hold the Fire button for several seconds before releasing to build up a powerful charged shot that does extra damage. Simply release the Aim button to lower the bow and cancel a shot.



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COLLECT MEAT FROM WILD ANIMALS

After picking herself up off the ground, Lara grabs the bow. Now it is time to see how well it works. A few deer are in the forest, but they spook if you noisily run around looking for them. To make the least amount of noise, walk with your bow drawn.

Sneak around the forest until you spot a deer in the distance. Put your aiming reticle on its head and take it down with one shot. You can also fire a few quick shots at its body to kill it.



RETURN TO CAMP WITH THE MEAT

Approach the deer and Lara uses an arrow to field dress the prey. Now you can head back to Camp to feast on the venison, or you can take this opportunity to collect some items and XP. Deer and birds are easy kills for 50 or 20 XP each, and there are several items for you to find. This area maxes out at 300 XP earned from hunting the deer and birds. Once you have reached this limit, each kill only earns 1 XP.



USING YOUR MAP

The areas start to get bigger and more complex at this point, so it is good that you have a map to guide you through. Press the Map button to bring it up. Here you can see where you are, what your current objective is, and where you should go next. Your next objective is marked with a diamond-shaped icon on the map.

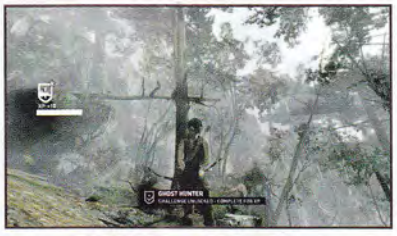
This also shows you what can be found in the current location: number of Camps, Documents, Relics, Challenges, GPS Caches, Treasure Maps, and Challenge Tombs. These show up on the map as you find them. Plus, they are all marked on the maps in this guide. Press the Action button to filter out any items you do not want to appear on the map. You can also see the amount of Skill Points and Salvage that you currently have in the lower-right corner.

From the building where you received the bow, look to the southeast and aim your bow into the tree. There you see a **Totem** hanging from a branch. Shoot it to start the Coastal Forest Challenge, **Ghost Hunter**.



CHALLENGES

Most areas have at least one Challenge to complete (some areas have two). Challenges require you to find a certain number of objects hidden around the map and to perform an action, such as destroying the object or lighting it on fire. These earn you XP as you complete them.



A truck rests on its side just ahead. Move around to the back and climb inside to find the first **Document** from the diary of a soldier. Move east along the edge of the forest until you reach a tree bridge in the northeast corner. Look below the far side of the bridge to find the second **Totem** hanging from the rock. Destroy it with an arrow.





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RELICS, DOCUMENTS, AND GPS CACHES

Relics, Documents, and GPS Caches are scattered all around this island and earn you XP when collected. You can learn a great deal about the past and present inhabitants of the island from the Relics and Documents you find.



You can read the Documents as you collect them and at any time in the Documents section of the Back/Select Button menu. Relics can be viewed from the Relics section. Some Relics can be rotated around to learn more about the item.



Drop into the nearby water and search the base of the waterfall for the first **GPS Cache**. These caches can be difficult to see. Look for something glinting on the ground to uncover these collectibles. Spot the wooden platform built on the side of a rock just south of the waterfall. Climb onto the structure to find the second **GPS Cache**.





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Jump down to the ground south of the platform and look in the tree to the right. Destroy the third **Totem** that hangs from its limb. Move west until you find two stone platforms next to each other. Destroy the fourth **Totem** that hangs off of the far left side.





ALSO LOOK OUT FOR...

While exploring the island, also keep an eye out for ammunition the islanders have left lying around, berry bushes that can be picked for 10 XP, food caches that net you more XP, and crates with Salvage inside. All of these are too numerous to mark on our maps, and can be found just about everywhere. The Salvage crates require a piece of equipment to open, which you will acquire shortly.





Return to the building and look to the south. Climb onto the left ledge, located on the opposite side of the rocks from the path that leads to Camp. Follow it around to the right and jump the gap. Scramble up the right wall to find the third **GPS Cache**.

Drop off the other side and run left up the hill to reach the Base Camp. Before you settle down, keep moving past the fire. When Lara stands again, look on the left side of the tree for the fifth **Totem**. Return to the Camp where you have access to part of the Camp's menu, Skills. Spend any XP that you have earned before moving on.



SURVIVAL SKILLS

Now that you have earned Survival Experience Points, you may have enough for a Skill Point. When you highlight Skills at a Camp, the number of points that you have is shown. You can also see this in the Back/Select Button menu. For now, you only have access to a few skills in the Survivor skill set, but eventually you get Brawler and Hunter skills as well. Start out with Bone Collector or Survivalist as these increase the amount of XP and Salvage you gain from food caches and animal corpses.

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JUST KEEP MOVING

MAIN OBJECTIVE:

- Exit the Forest and Regroup with Roth

OBJECTIVES:

- Find a Way Out of the Forest
- Explore the Bunker
- Exit the Bunker
- Investigate the Strange Voices
- Survive the Wolf Attack
- Catch Up with Whitman





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Camps 1 | Documents 1 | Relics 1 | Challenges 5 | GPS Caches 3 | Treasure Maps 0

CHALLENGES:

- Ghost Hunter (Destroy 10 Totems, cont.)

ENEMIES & PREY:

- Deer
- Birds
- Wolves

FIND A WAY OUT OF THE FOREST



Run back down the hill and enter the forest. The door to the building **(1)** has mysteriously opened, so proceed inside and examine the ladder that leads to a lower level. The door closes behind Lara and she does not have the equipment required to open it, so drop onto the ladder.

Descend into the darkness and drop to the floor when you get close. Move through the flooded tunnel until you reach a bunker.

DROP

When standing next to a ledge, press the Dodge button to drop down. If Lara can hang onto the ledge, she will grab on. If not, she will drop to the next level down. In this case, there is a ladder that she climbs down.



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Camps 2 | Documents 4 | Relics 2 | Challenges 5 | GPS Caches 2 | Treasure Maps 1

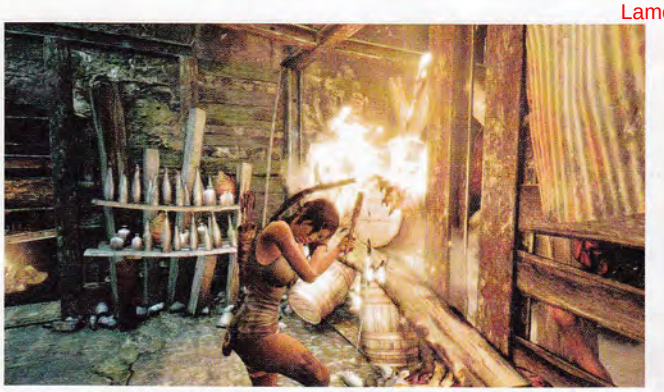
EXPLORE THE BUNKER

The first **Relic** of Coastal Forest rests on a table on the right side of the room. Open the box to find a Hannya Mask. Rotate it to the back to learn more about it.



Turn around to find some rags draped over barrels that block your path to the other side of the room. Set them on fire and let them burn out before proceeding. Inside, Lara finds a **Pry Axe (2)** that can be used to open doors and crates.

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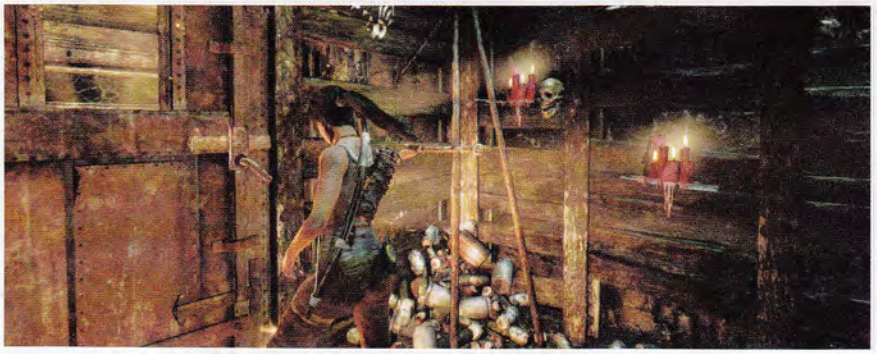


NEW GEAR: PRY AXE

This piece of gear allows you to open some jammed doors and locked crates around the island. If you see the axe icon, press the Action button to use the Pry Axe. Then, rapidly tap the button to force the door or crate open. In its current state, the Pry Axe can only open some crates and doors. It needs to be upgraded to reach its full capability.

EXIT THE BUNKER

Use the Pry Axe on the nearby door and then move to another jammed door ahead. Use the axe again and exit the room. Move through another flooded tunnel and climb the ladder on the right wall to exit the bunker.



SALVAGE CRATES

With the Pry Axe, you can now open the yellow crates that contain Salvage. This Salvage is valuable as it allows Lara to upgrade her Survival Gear. You may have noticed one of these crates on a platform in the northeast corner of the previous forest area. It is only worth 10 Salvage, but if you wish, you can now get through the door that closed behind you and retrieve it.



INVESTIGATE THE STRANGE VOICES

As you follow the path, you hear voices ahead. Move up the steps to find Sam along with a stranger named Mathias **(3)**. Lara gets some rest at their Base Camp, **Forest Ruins**.



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SURVIVE THE WOLF ATTACK





Lara steps in a bear trap and is unable to break free. Ominously, wolves can be heard in the distance. Aim your bow just above the bushes ahead and wait for the growl of a wolf. When one jumps at Lara, take it out with your weapon. Immediately get ready as a second, and then a third, attack. Shortly after the wolves are taken care of, Reyes shows up with Dr. Whitman, Jonah, Grim, and Alex.

CATCH UP WITH WHITMAN

The crew splits up. Lara and Whitman head to Roth's location and the rest search for Sam. Dr. Whitman takes a look around while Lara rests at the Camp. You still only have access to Survival Skills at the Base Camp. Go ahead and spend any Skill Points you have collected.



Lara's next objective is to meet up with Whitman at a large gate, but first explore this second part of **Coastal Forest.** Search the nearby table for a **Document** from Sam.



BURN THE NETTING

Next to the Forest Ruins Base Camp, some Salvage hangs inside a net. Use the nearby flame to light your torch and set the net on fire. Bust open the container to get the Salvage inside. These nets can be found all over the island.

As you head out of the Camp, the path splits. Climb onto the rock on the right and jump over to a big rock to find a **GPS Cache**. Cross the tree bridge and continue along the right edge until you reach a bridge. Grab another **Document** from Sam on the nearby table.





Search under the bridge for a Female Noh Mask **Relic (4)**. As you explore further into the forest, two more wolves attack. Quickly take them out with your bow. Don't forget that you can scramble to the side with the Dodge button when you are aiming your weapon.



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WRESTLING THE WOLVES

Wolves will lunge right at Lara, so be ready with your weapon. If a wolf gets ahold of Lara, you need to take it down with the same sequence of commands as when the Scavenger attacked in the den. Wiggle the Left Analog Stick back and forth. Then kill the wolf with a well-timed press of the Melee button.



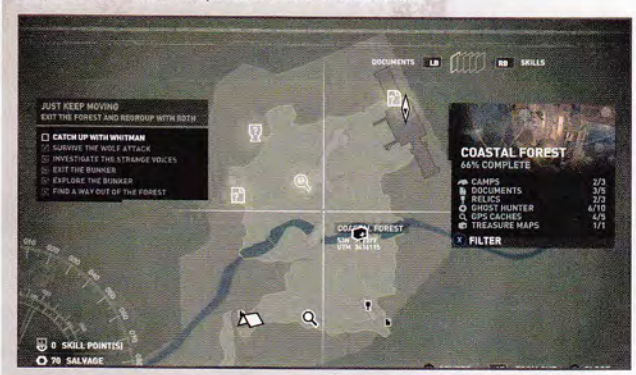


Keep exploring up the east side of the map onto a small ridge. Look down to the left at the gap in the bridge. The sixth **Totem** is hanging below the far section. Use the wood planks to jump over to the arch above the bridge—continuing over to a tree stand just ahead. The **Treasure Map** for Coastal Forest is lying on a table.



TREASURE MAP

In each area where Relics, Documents, and GPS Caches can be found, and there is not a Challenge Tomb, you can find a hidden Treasure Map. These maps reveal various important items or locations.





Now move up the west side of the area. Cross the tree bridge and move up the stone steps to find another shrine. Yet another **Document** from Sam is lying on the ground nearby. The seventh **Totem** hangs from the roof above the shrine.

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HUNTING WILD GAME

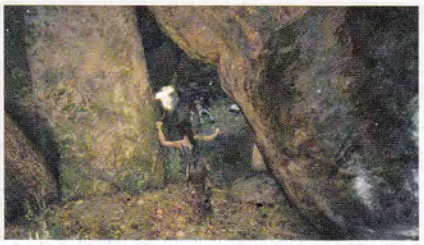
More wolves and deer are in this area of the forest, so feel free to gather more XP and Salvage by taking them out.



BIG GAME HUNTER

If you have been doing a lot of hunting, you should earn this Achievement/ Trophy in this area. Kill and loot 10 deer and wolves to get it.

Swing across the pole to the north and enter the small cave on the left to find the third **Relic**, an Oni Noh Mask. Rotate it to the bottom to find a price tag. Exit out to the forest and climb up the rock tiers ahead to find the final **GPS Cache** in this area. Drop down to the ground and search under the central bridge to find the eighth **Totem**.





Destroy the ninth **Totem** that hangs from a tree just north of the bridge before heading northeast to the gate **(5)**. After joining up with Dr. Whitman there, the two of you attempt to work the gate mechanism, but Lara's Pry Axe is not strong enough.



CHATTERBOX

Before continuing, talk to Dr. Whitman until his conversation is complete. You must speak to all surviving members of the Endurance crew to claim this reward.



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AT AN IMPASSE

MAIN OBJECTIVE:
- Find a Way Through the Large Gate

OBJECTIVES:
- Find a Camp and Upgrade the Axe
- Open the Large Gate

LOCATION:
- Coastal Forest

FIND A CAMP AND UPGRADE THE AXE

Before heading to a Camp to upgrade the Pry Axe, grab the final **Document** of the area from a table just north of the gate. This is a letter from Dr. Whitman. Run along the patio past the gate to find the final **Totem** hanging on the other side. Shoot it to complete the Ghost Hunter challenge.





UNFINISHED BUSINESS

For completing your first Challenge, you earn this Achievement/Trophy.

Run down the steps and look to the right to find the Camp, **The Gate**. Now you have access to the Survival Gear section. Spend 50 Salvage to strengthen the Pry Axe. Now you can operate the gate mechanism.

SURVIVAL GEAR

Now you can spend any Salvage you have collected to upgrade your gear. At this moment you can only do the one upgrade, but return later to upgrade your Makeshift Longbow. As you progress through the game, you find new weapons and the previously purchased upgrades carry over to these new ones.

OPEN THE LARGE GATE

Turn around and use your stronger axe to open a locked crate and gain 50 Salvage. Another crate just like it sits near the previous Base Camp too. Return to the gate and use the Pry Axe on the left wheel. With Whitman's help, this gives you access to the Mountain Temple.



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MOUNTAIN RENDEZVOUS

MAIN OBJECTIVE:

- Travel Up the Mountain to Regroup with Roth

OBJECTIVES:

- Follow Dr. Whitman Up the Mountain
- Avoid Detection While Attempting to Escape
- Fight Back Against the Island's Inhabitants
- Continue Up the Mountain to Regroup with Roth





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Camps 1 | Documents 2 | Relics 2 | Challenges 6 | GPS Caches 2 | Treasure Maps 1

CHALLENGES:

- Pyromaniac (Destroy 5 Lanterns)

ENEMIES & PREY:

- Solarii Archers
- Solarii Sapper

FOLLOW DR. WHITMAN UP THE MOUNTAIN

Follow Dr. Whitman up the steps as he discusses the mysteries of Yamatai with Lara. At the top of the climb, a pack of hostile Solarii stops them. With his bubbling enthusiasm, Whitman surrenders his gun and Lara and the doctor are captured **(1)**. After some confusion, Lara is able to run free from her captor, but with her hands tied behind her back.





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AVOID DETECTION WHILE ATTEMPTING TO ESCAPE

Run up to the short stone wall ahead to take cover from the men. Move to the right side and wait for the Solarii to pass by. At this point, quickly move up the hill to the next short wall on the left.



TAKE COVER

When enemies are present, Lara automatically takes cover when behind waist-high objects. If Lara remains standing when behind a short wall, you know there are no hostiles in the area.



After the nearby enemy turns around and moves off the path, run straight up the hill and duck into the ramshackle structure on the right. Move to the other side and wait behind another stone wall.





Wait for another foe to move down the steps past your location and then run up the steps. Take cover behind the short wall on the left or wait for the two men to move out of the area, before ducking into a small opening just to the right.



Here Lara is discovered and threatened **(2)**. A timely press of the Melee button knocks the Solarii back. A second melee attack allows her to break free and get his gun. As the Solarii charges, aim the handgun his way and fire a shot.



Next, he attempts to wrestle the gun away, so wiggle the Left Analog Stick back and forth to prevent his doing so. When the Action button icon appears, rapidly press the button to point the gun his way. Follow this up with the Fire button when given the opportunity to finish him off.



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FIGHT BACK AGAINST THE ISLAND'S INHABITANTS

Once you regain control, move up the right path, across a bridge, and up some steps **(3)**. At the top, an arrow skims Lara's arm, knocking her to the ground.



NEW GEAR: SEMI-AUTO PISTOL

Now Lara has obtained her first gun, the Semi-Auto Pistol. This allows for faster firing than the bow, but it also attracts more attention. Continue to use the bow when stealth is needed, but pull the pistol out when you are overwhelmed.



Lara grabs an ammo clip lying on the ground and readies for a gunfight. Pop up and quickly take out the two men. Loot their bodies and move to the door ahead.



FIRE FROM COVER

Hold the Aim button while taking cover behind a waist-high object to rise out of cover with weapon drawn. If you take too much damage or require a reload, release the button to duck back down.



ONE SHOT, ONE KILL

No matter if you are using your bow or a gun, enemies can be taken down quickly with a shot to the head. Killing someone with a headshot scores more XP too!

While aiming any weapon, press the Zoom button to get a closer look at an enemy. This makes it easier to get a headshot. Using a bow from long range is a great way to decrease the number of enemies without attracting attention. This becomes quite valuable as your opponents get tougher and gather in bigger numbers.



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LOOTING

Press the Action button near dead bodies to loot them for resources. This can net you some ammo and, with the right upgrade, a little Salvage.





Use the Axe on the door to escape more of the Solarii. You cannot stay too long though, as they set the building on fire. Use the Melee button on the boards to escape.



Hop the gap, run up the left path, and take cover behind the wagon. Zoom in on the distant foe and take him down. Scramble up to his location, run to the right, and jump over to the white board. Sidle around the corner and climb to the top of the platform.



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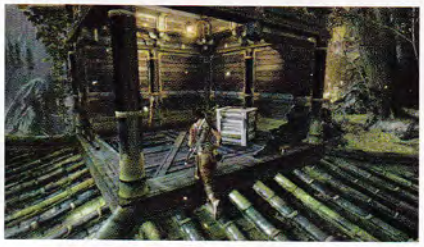
Up ahead, two men discuss the recent shipwreck. Carefully take out the left one with an arrow and then quickly kill the other. A third Solarii Soldier lowers a ladder and descends on your position. Knock him off to eliminate the threat.

CONTINUE UP THE MOUNTAIN TO REGROUP WITH ROTH

Climb up the ladder as Roth checks in with Lara. At the top, run to the left and jump into the waterfall. Squeeze through a crevasse hidden behind to find a cave. Search inside to find the **Mountain Temple Treasure Map**. You may notice there is also Salvage hanging in a net, but you cannot do anything about that right now.



Return to the dry land above and move to the right of the building. Scramble up the wall ahead and search the upper floor to find the first **GPS Cache (4)**. Run around to the other side to find the **Mountain Temple Base Camp**.





FAST TRAVEL

Fast Travel is now unlocked at the Base Camps. You can now quickly move between previously visited Base Camps and collect unfound rewards.

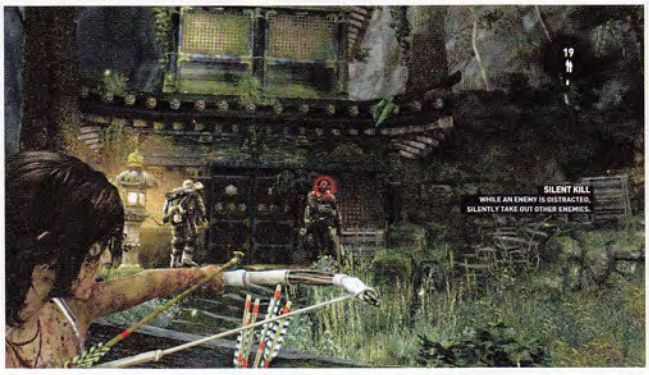
Jump into the nearby water and enter the cave to the left of the waterfall. Inside you find the first **Document**, part of a journal from Mathias.



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Run across the bridge and up the steps to find two Solarii Archers. Distract one of them by firing an arrow close by. When he turns around and investigates, take out the other with a headshot. Now you can easily finish off the remaining man.





DISTRACT

Shoot arrows into walls near enemies to distract them. This way, a silent kill to a non-distracted foe doesn't cause the first guy to call in back up. Use this tactic anytime you run into a pair of enemies, to handle them more easily.

With those foes eliminated, move around the left side of the nearby hut. Shoot down the hanging **Lantern**, located on the back-left corner, to start the **Pyromaniac** Challenge.



Move around to the back side of the house and scramble to the upper floor. Search inside for a Salvage windfall. Go east and move left across the steps to a small grassy patch. Go around and down the far side to find the second **GPS Cache** sitting next to a wood box.



Return to the stairs and run to the top. Scramble up the wall and climb into what is left of the shelter **(5)**. Look to the right and shoot down the second **Lantern**. This sets the pile of debris on fire and clears the path. Sneak through the opening until you find a Solarii Archer looking the other way.





STEALTH KILL

Sneak up on an enemy who has his back turned and press the Melee button to get him in a choke hold. Rapidly press the Action button to finish him off.



Take him out with a stealth kill, move up the ramp to the left, and do the same to his buddy. More of these islanders patrol the walkway above. Wait for the enemy on the right to move away and then take down the one on the left. Quickly eliminate the other with a headshot.

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Aim over at the platform below the next walkway. Look for the glow from the third **Lantern** and shoot it. Move to the left wall and look for a guy above to the far right. Take him out, along with another Solarii Archer.



Scramble up the wall, pull out your handgun and kill the Solarii Sapper as you run up the path. Try to hustle through this area as their fire arrows are causing the place to go up in flames. At the top, turn left and use the zip line to return to the ground below.



Look to the right to find the second **Document**, part of a diary from a man named Nikolai. Drop off toward the waterfall to find a hidden XP crate. Scramble back up to the path.



Turn right, light your torch at the flame, and climb up a short cliff to the south. The fourth **Lantern** hangs from the roof on the right. Run up the nearby steps and jump up to that roof.



Inside the room, find the first **Relic**, a Green Folded Fan lying on the floor.

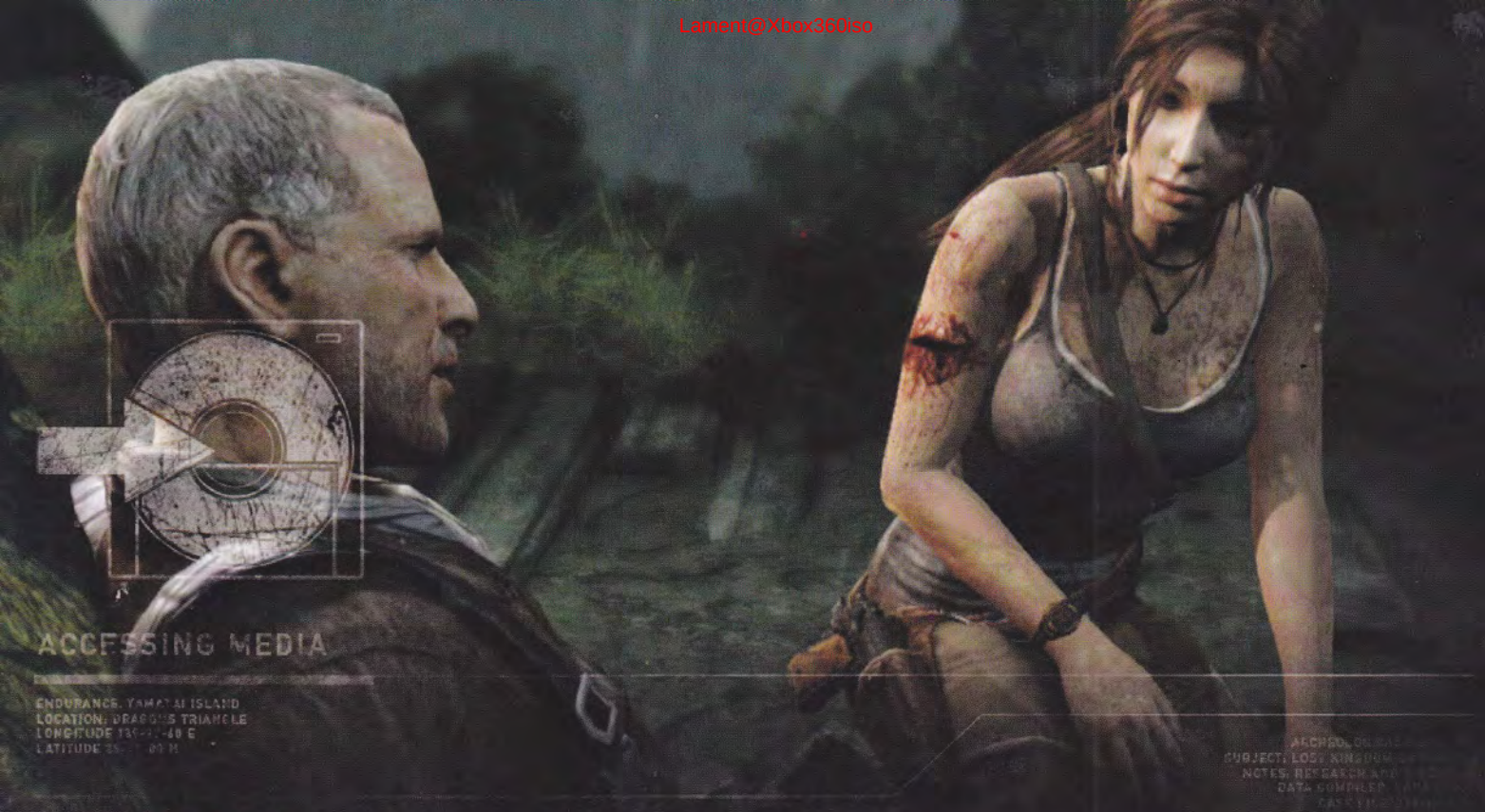
Hop off of the roof and move over to the barrel on the right. Drop to a small area below and turn to the southwest. Jump over to the landing ahead to get the final **Lantern** and some XP. Return to the previous area then jump over to another roof to the right. Inside the upper floor of this building is the second **Relic**, a Gunbai War Fan. An extra **Lantern** hangs from the west corner of this building if you missed one of the others.



Return to where the zip line dropped you off and run up the steps ahead **(6)**. Climb up the tall, narrow crevice. Follow the path to find Roth.



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CRY FOR HELP

MAIN OBJECTIVE:

- Send Radio Distress Signal

OBJECTIVES:

- Find Roth's Pack
- Bring the Transmitter to Roth
- Reach the Top of the Falls
- Find the Bunker
- Find a Way into the Bunker
- Find the Communication Console
- Climb the Radio Tower to Send an S.O.S.
- Start a Signal Fire







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Camps 2	Documents 2	Relics 2	Challenges 4	GPS Caches 8	Treasure Maps 1

CHALLENGES:

- Illumination (Light 10 Statues)
- Egg Poacher (Steal 5 Eggs)

ENEMIES & PREY:

- Birds
- Chickens
- Solarii Archers

Lara finds Roth injured as he fights off a wolf. Unfortunately, one of the lupines took his pack with a transmitter you need to radio for help. Lara helps Roth to the area's first Base Camp **(1)**, **Village Plateau**.





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FIND ROTH'S PACK

Using your Survival Instinct, you can see the wolf is holed up in a cave above. The Mountain Village is a relatively big place with many collectibles and two Tombs to raid. At the moment, only part of the village is accessible, but we return later to explore the rest.



There are birds and chickens to hunt if you want the easy XP. Otherwise, turn right and walk into the water. Search in front of the waterfall to find the first **GPS Cache**.



ROPE ARROWS

You notice rope wound around boards, doors, and more around the village. You need a special type of arrow to access these areas. You will return later to do more exploring.

Exit the water and use the flame to light your torch. Return to where you started and move straight ahead to start the first Challenge, **Illumination.** To complete the Challenge you must light 10 statues around the village. Use the torch to light the first **Statue**.





Scramble onto the shack to the southwest of the statue and search the back to find the second **GPS Cache**. Hop onto the roof above the statue, over to a hanging crate, and into the second floor of a building in shambles **(2)**.



Move to the opposite corner of the floor to find the first **Relic**, a Silver Flask. While looking at the flask, rotate it around to the back to find some markings and learn more about it.



BOARDED UP DOORWAYS

Inside this building and throughout the island, you notice doorways blocked off with boards and barbed wire. You need to return later with another piece of gear to get through them.



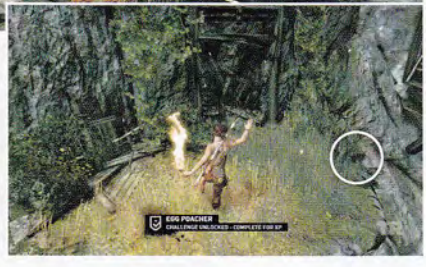
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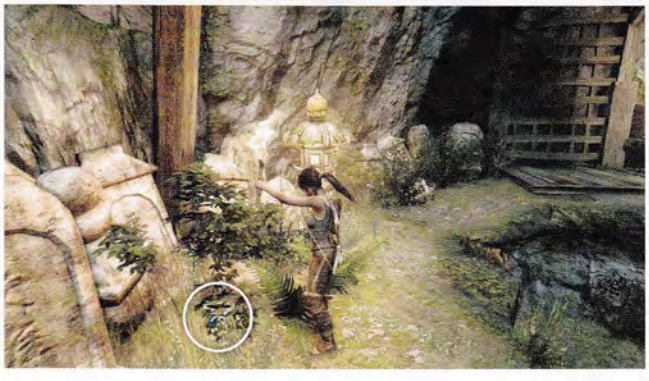
Climb up to the second floor of the building and collect the first **Document** on the floor in a corner, a letter from an ambassador.

Run up two sets of stairs to the top floor and climb onto the railing straight ahead. Turn around and climb up to the roof. Turn right and use the board to cross to another section of the roof. Look down to find a nest with a few **Eggs**. Steal them to start the second Challenge, **Egg Poacher**.





From there, hop over to the cliff to the north to find the third **GPS Cache**. Drop down to the ledge below and down to the ground. Search near the stone markers in the corner for the fourth **GPS Cache**.



Follow this ledge around to the right and swing on the pole **(3)** to reach the plane wreckage. Run along the body and jump inside another piece of the aircraft. Continue out the other side and climb up the rocky tiers.

Turn around and run along the outside of the plane that you just ran through. It leans forward as you move down the body. At the end, make a leap of faith to the wooden steps ahead.





Climb up a couple of ledges and then scramble to the top to find the wolves' den **(4)**. Enter the cave as Lara lights her torch (if it isn't already).

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BRING THE TRANSMITTER TO ROTH

Move to the back and Lara automatically picks up the two-way radio—now to get it back to Roth. As you exit the cave, a wolf attacks and grabs Lara's leg. Quickly wiggle the Left Analog Stick back and forth and then press the Melee button when directed to do so to kick it off. Fight off the wolf's next advance by rapidly tapping the Action button, and finish it off with presses of the Melee button as indicated.





You can quickly get back down by taking the zip line to the right. However, the fifth **GPS Cache** is reachable by hopping over the right side of the spiky fence angling further right and landing on the small rooftop. Return to the camp to patch up Roth. Your next destination is the radio tower to broadcast an S.O.S.



REACH THE TOP OF THE FALLS

Roth gives Lara a Climbing Axe that allows her to climb up craggy wall surfaces like the one lit up ahead **(5)**. Use the new piece of gear to climb the wall up and around the corner to the right—just follow the rocky surface.

CHATTERBOX

Before leaving the camp, turn around and talk to Roth until his conversation is complete to continue working toward this reward.



NEW GEAR: CLIMBING AXE

Press the Action button near craggy wall surfaces to scale them using the Climbing Axe. You can then move in any direction to climb the wall. Jump and press the button again to scale the wall more quickly or to get past gaps.



Hop onto the wing of the crashed plane, run along its surface, and up the same tiers that you faced before. Climb another rocky wall until you reach a gap. Press Left on the Left Analog Stick, along with the Jump button. Then press the Action button to reattach to the wall.

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TOMB OF THE UNWORTHY

At the bridge, hop into the water to the right and search the wooden ramp for the sixth **GPS Cache**. Enter the cave opening to find the first Challenge Tomb, **Tomb of the Unworthy (6)**.



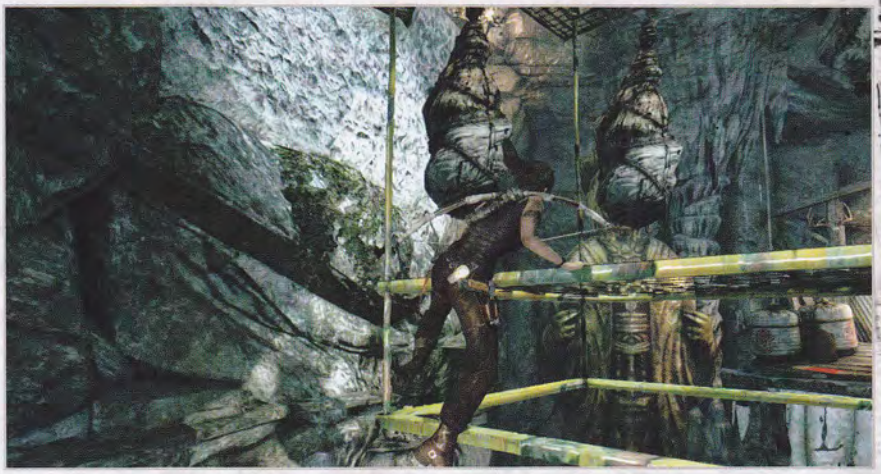
Follow the path to a wall. Scale it and continue through the cave until you reach a Camp. This gives you access to your Skills and Gear if needed.



Moving ahead, you find a big room with a cage on the right attached by a pulley system to a metal platform holding a few cocoons. A climbable wall is on the other side, which will get you to your destination above.



Start out by pressing the Melee button at the cage, so it lowers to the ground. This raises the metal platform. Use the ramp to the left to reach the platform. Climb onto it and immediately jump over to a ledge on the other side of the room. Jump quickly or your weight causes it to lower, taking you out of reach.





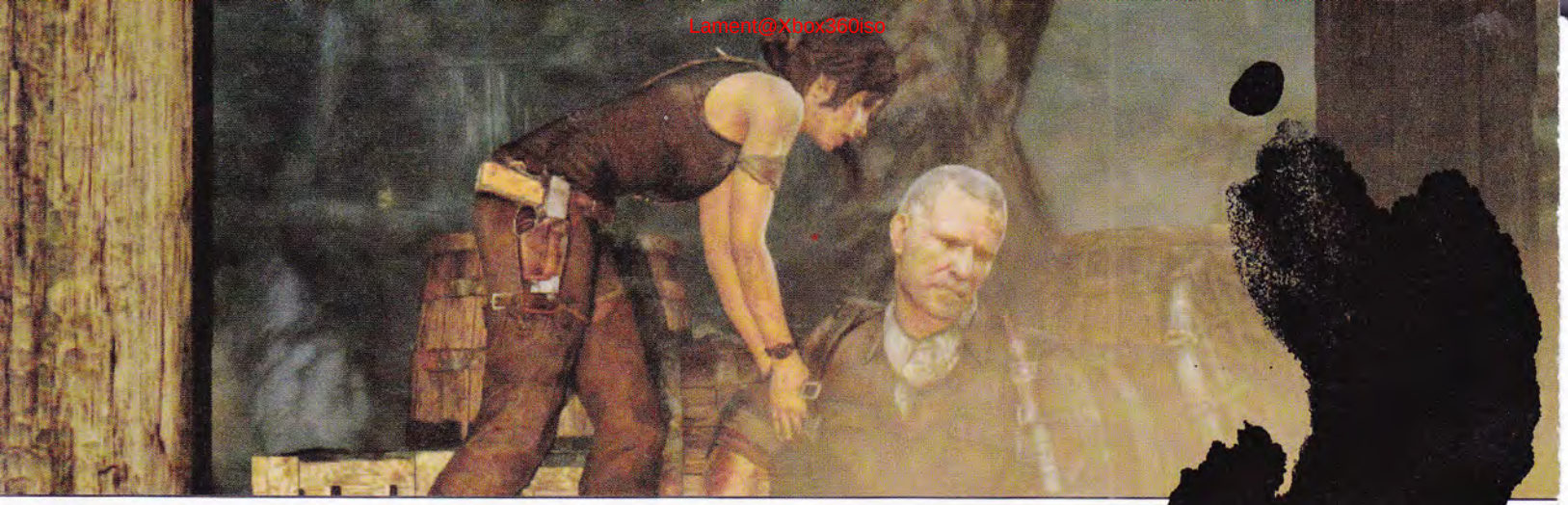


Use the flame here to light your torch and return to the metal platform. Light the cocoon to lighten the load and raise Lara to the scalable surface. If the cage gets hung up on the ledge, return to the other side and shove it again. Return to the platform and quickly jump over to the rocky wall.

Use the Climbing Axe to reach the upper level and get your reward. This gives you Salvage, and all of the GPS Cache locations. Use the zip line to return to the campfire. Exit the cave and climb out of the water to the right.



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ONE SMART COOKIE

For completing your first Challenge Tomb, you earn an Achievement/Trophy.



On the north side of the bridge, use the Climbing Axe to scale another wall. Jump across a waterfall to the right and reattach with your axe on the other side.

At the top of the climb **(7)**, duck behind the wood barrier. Two Solarii Guards on the left and another on the right present some resistance. Use your bow and take out the foe attempting to hide and then the other with quick headshots. Spin to the right and get the third who takes cover in the other shack.



Enter the hut that the third enemy came out of and search a table on the right to find the second **Document** in the village—one of the Ancient Scrolls. Exit the structure to the east and use the wall to reach the roof, where the seventh **GPS Cache** is located.





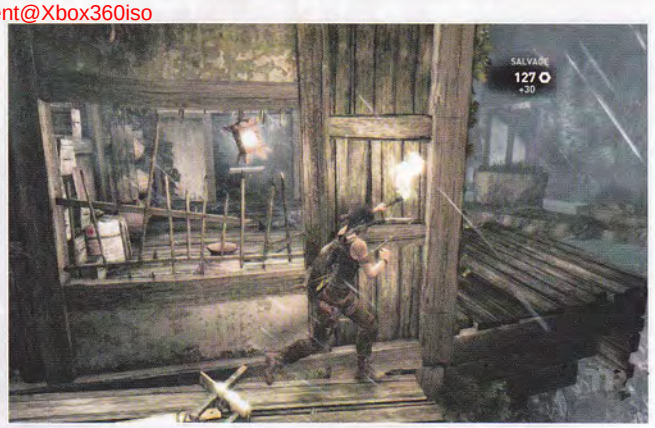
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Jump off the roof to the northeast and scurry up to a wood platform. Light your torch if necessary, before going left and hopping over to the island that separates the waterfall. Continue across the beam to the north and light the second **Statue**.



Turn to the west and jump into the upper floor of another shack. Inside you find the second **Relic**—one of three from the Kanpo Herbs. Rotate it around and view it from the top to find small bone fragments and gain a little extra XP. Climb the east side of the structure to steal the second set of **Eggs** from the roof.





Drop to the ground and search the eastern corner of the shack to find the eighth **GPS Cache**. Return to the light on the platform to the far east side of the area and jump over to the craggy wall.



Climb the rocky walls **(8)** to reach a bridge above. Cross the bridge toward the next objective beacon. The bridge collapses behind you, so jump as it does so. When you get close to the wall, use the Climbing Axe to grab on and continue to your objective above. At the top, you hear from Reyes and Alex.





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FIND THE BUNKER

You can see the radio tower in the distance **(9)**, but first you must find the communications console inside the bunker. Use the zip line to reach the Mountain Base below.



Three Solarii immediately enter the area as soon as you touch down. Stealth isn't of importance here. Pull out a weapon and take them out. Watch out, as they have Molotov cocktails to fling in your direction.



Camps 1 | Documents 0 | Relics 2 | Challenges 0 | GPS Caches 2 | Treasure Maps 0

CHALLENGES:

- None

ENEMIES & PREY:

- Rats
- Solarii Archers
- Solarii Sappers

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FIND A WAY INTO THE BUNKER

Squeeze through the opening **(1)** to find the Base Camp, **Broken Tunnel**. Here you learn more about your crewmates from Sam's video.

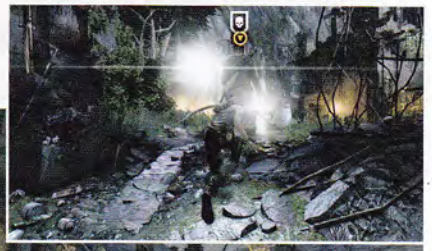


Search just to the east of Camp to find the first **Relic** of the Base Approach, a Bronze Chinese Coin. Look west of Camp to get the first **GPS Cache**.





Move down the path **(2)**. Once the light is turned away, use a stealth kill to eliminate the guy with his back turned. Now quietly take down the one on the left as his buddy investigates something to the right. Immediately do the same to the enemy on the right and then the last, who stands next to the doorway.



STAY OUT OF THE SPOTLIGHT

As you take these guys down, try to stay clear of the spotlight or you risk alerting the two men on the second floor. If you quickly move between the men, you shouldn't have any problem staying unnoticed.

Climb into the building and sneak into the room ahead to find another unaware enemy. Move up the steps to find the two men who man the spotlight **(3)**. From the top of the steps, you can take out one with a headshot. Move into the hallway and finish off the enemy hiding behind the desk.





Search the balcony above the previous steps to find the second **Relic,** a **Bronze Japanese Coin**. Two more foes jump into the building down the hallway if they hear the commotion. Use the desk as cover and eliminate them.



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If the two Solarii Sappers never entered the building, go down the hall and use a distraction shot to take them down stealthily **(4)**. Jump into the second floor of the adjacent structure. Run around to the left to find the last **GPS Cache**. Return to where you jumped in and scramble up to a walkway. At the top, use the zip line to drop into the Mountain Base.







Camps 1	Documents 3	Relics 0	Challenges 5	GPS Caches 2	Treasure Maps 0

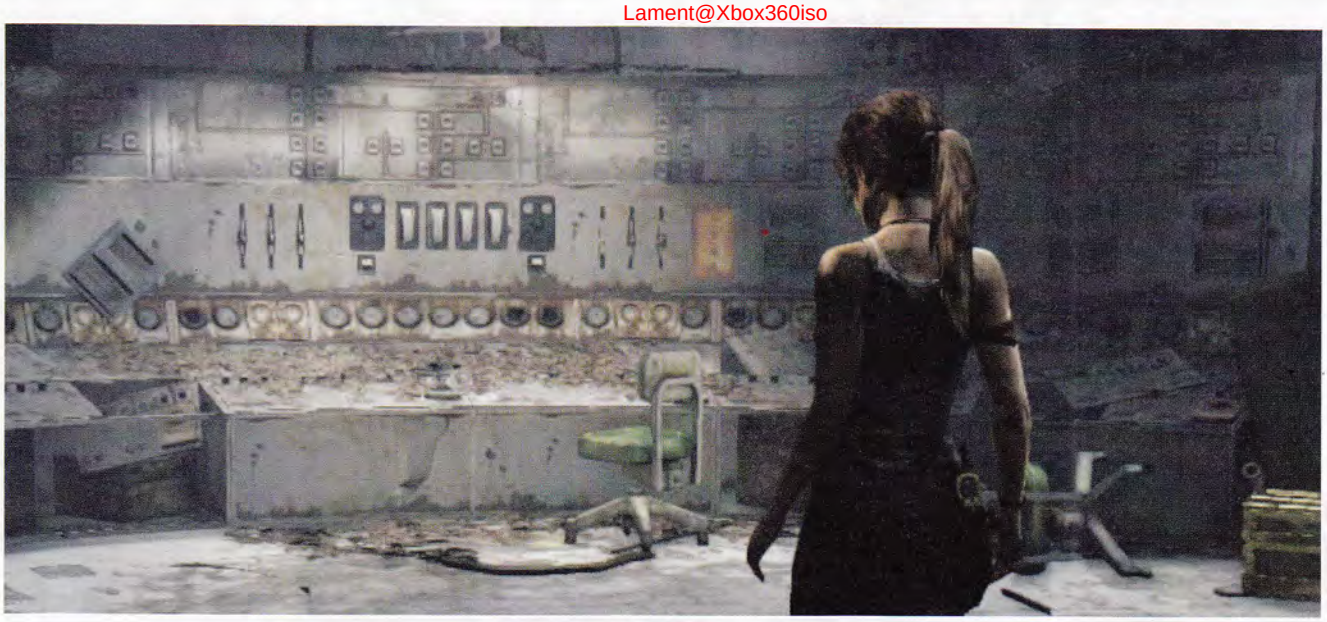
CHALLENGES:

- Non-Believer (Destroy 5 Banners)

ENEMIES & PREY:

- Rats
- Solarii Light Soldiers
- Solarii Archers
- Solarii Sappers

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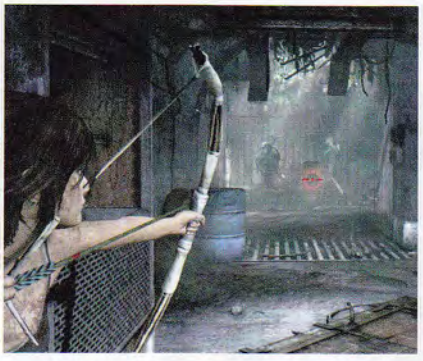
FIND THE COMMUNICATION CONSOLE

Move through the flooded hallway **(1)** and search the desk to find the first **Document** from a member of Mathias' "Solarii." At the top of the steps, a green gas spews from the pipes. Try to avoid this gas, as it takes Lara down if she inhales too much.

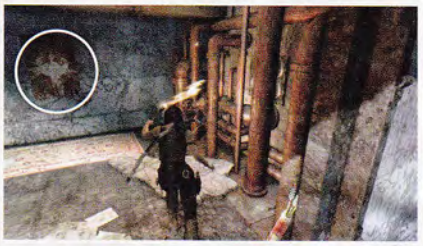


Use the Axe to turn the valve on the left to stop the flow of gas. Move through the crack in the wall and then wait at the next open doorway. Peek around the corner to find a Solarii rolling an explosive barrel. Wait for another man to show up. Then hit the barrel with an arrow. If anyone remains standing, clear them out before moving into the hall.





Enter the restroom on the right and light your torch at the barrel fire. Run down the hall and enter the room on the left. Set the **Banner** that hangs on the wall on fire to start the Challenge, **Non-Believer**.



Move up the stairs as a Solarii Light Soldier pops in at the end of the next hall. When he gets close, press the Melee Button to shove him back and finish him off with your handgun.



Climb through the hole from which the Solarii came **(2)**. Three lanterns sit on the floor. These can be picked up and tossed to set things on fire. Start out by picking one up and tossing it at the second **Banner** behind you.



TOSSING LANTERNS

Walk over to a lantern and press the Action button to pick it up. Hold the Aim button to bring up an arc that shows where the object will go. Then press Fire to lob it.

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Use the piece of machinery **(3)** next to the big window to reach the vent above and crawl through. Open the valve on the right to start the gas flowing just as a guard enters the adjacent room. Quickly jump back through the hole, grab a lantern, and toss it through the vent, causing the room to explode.





Run through the open door on the left, go down to the bathroom to light your torch, and return to this location. Torch the third **Banner** on the right wall and then move to the downed enemy. Pick his Assault Rifle up and finish him off.



NEW GEAR: WWII SUBMACHINE GUN

You now have access to an automatic weapon by pressing Right on the D-pad. It can be upgraded at any Camp.

The second **Document**, a field report from World War II, sits on a table in the next room. The first **GPS Cache** rests in the corner.





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As you move through the next doorway **(4)**, Lara is lit up with spotlights and attacked by a slew of enemies. Two immediately charge her, so use the Assault Rifle to take them down first. Then, run to the right and jump over to the balcony. Eliminate the two guys who pop in as you run for the office in the far corner.





Now start picking them off with some headshots from your bow. Watch out as someone occasionally climbs onto the balcony. Once the room is clear, use the **Map Room Base Camp** in the office to upgrade the Assault Rifle and purchase any skills and gear that you wish.



Drop to the lower level and collect any loot that you can from the dead bodies. The second **GPS Cache** sits next to some pipes on the north side of the room.

LOOKING FOR TROUBLE

By this point, you should have collected 25% of the GPS Caches and earned this award.



Exit out the open door on the lower level and cautiously move up the steps as an enemy drops from above. Light your torch at the barrel fire in the corner and return to the previous room. The fourth **Banner** hangs on the wall inside the west room. It is also possible that this Banner was torched during the previous fight.





Use your Axe on the door ahead to find the communications console **(5)**. Unfortunately, it is not working. To make things worse, Lara finds out that she must go high up to patch directly into a panel. Grab the third **Document,** a diary entry from Mathias, from the desk behind you. The final **Banner** hangs next to the entrance to the room.

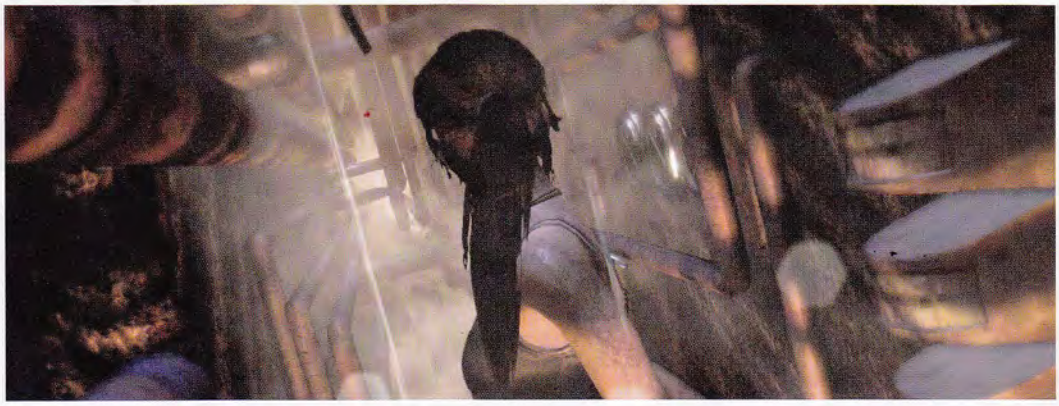


Go through the hole in the right wall **(6)** and carefully move between the pipes. Go around the corner and jam on the Melee button to bust through the vent.

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CLIMB THE RADIO TOWER TO SEND AN S.O.S.

This puts you back outside at the snowy Base Exterior **(1)**. To the right is the Camp, **Bridge Overlook**. After crossing the narrow beam of the bridge, a Solarii soldier grabs Lara from behind the truck. Fight him off using the Left Analog Stick. Then kick him off the bridge with the Melee button.





Camps	2	Documents	2	Relics	2	Challenges	0	GPS Caches	1	Treasure Maps	1

CHALLENGES:

- None

ENEMIES & PREY:

- Rats
- Birds
- Solarii Archers
- Solarii Sappers
- Solarii Light Soldiers
- Solarii Guardsman

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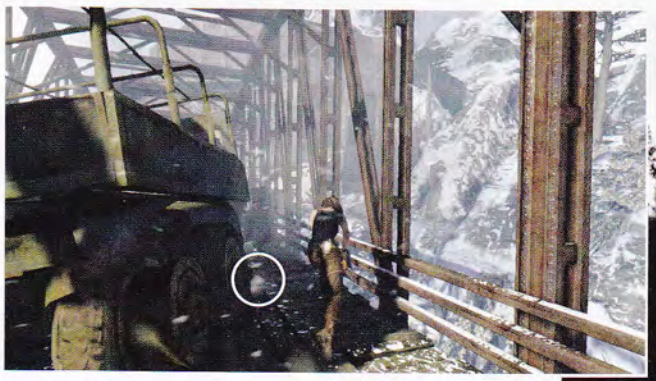
Move down the road as more Solarii Archers and Solarii Light Soldiers attack. At the next corner, take cover behind the partial wall and kill the two archers on the far building.

Turn around and climb up the left wall **(2)** and move around to the other side of the building to find the first **Relic**, Japanese Dogtags 1. From this location, you have a better position against the distant enemies. Watch out as they launch Molotov cocktails your way and take cover behind the building when badly hurt.





Remain behind the truck and use your bow to pick off two guys—one behind the far barrels and another above. Search on the other side of the truck for the **GPS Cache**.





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More enemies take cover behind the sandbags down the street, so be careful as you head up the hill. Scramble up to the second floor of the demolished building ahead to find another **Document** from Mathias' diary.



BOOKWORM

If you have collected all of the Documents to this point, you earn the Bookworm Achievement/Trophy.

More melee enemies charge at Lara as you move to the shorter structure to the west. Watch out as Molotov cocktails rain down from the roof ahead. Once it appears safe to move on, drop off the other side.



DODGE AND COUNTER

With a weapon drawn, press the Dodge button as an enemy attacks to avoid taking damage. Lara auto-targets the guy after the Dodge, making for an easy Counter. This is very effective against shielded enemies, as this allows you to fire when their shield is down.



A Solarii Guardsman emerges from the building **(3)**. Use a Dodge and Counter attack to take him down. A Solarii Sapper tries to catch you off guard, so finish him off too.

Enter the building and climb to the second floor. Use the Axe on a door in the northeast corner to find the second **Relic**, a Marksmanship Badge. Rotate it around for hidden information. Proceed to the roof to find the **Radio Tower Base Camp.**



The second **Document** is lying next to the campfire **(4)**. A zip line runs overhead to an eastern building. Jump on and slide down to find the **Mountain Base Treasure Map**.





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START A SIGNAL FIRE

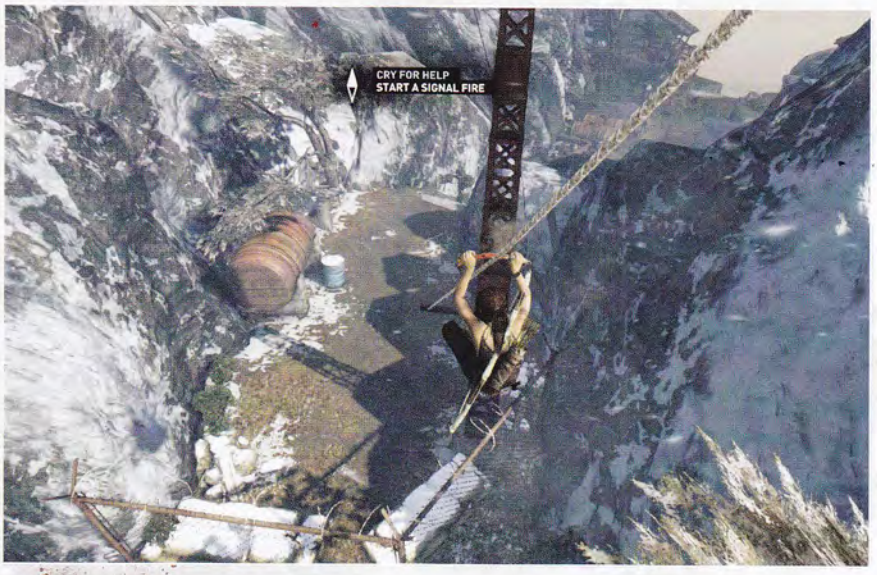
Use the zip line to return to the camp. On the other side of the roof, another zip line leads to the radio tower **(5)**. Climb up the ladders all the way to the top, pressing Up when Lara stretches for the out-of-reach rung.



Once you get the radio set up, spin the Left Analog Stick around in a clockwise motion until you hear an emergency broadcast message over the radio. Press the Action button when directed to do so and fine tune the signal in the same manner. Press the Action button again to broadcast the S.O.S. Now you need a fire to signal your location to the pilot.



Jump onto the zip line to return to the safety of land. Slide down the hill and run into the structure on the right **(6)**. Inside you find a Fire Striker.

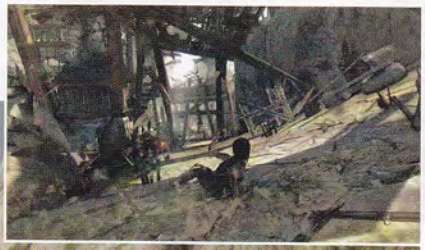


NEW GEAR: FIRE STRIKER

The Fire Striker is a makeshift fire starter. Hold the Action button to draw the torch and light it with the flint. Again, hold the Dodge button to extinguish the torch. This means you no longer have to backtrack to a fire source to light your torch.

Move outside to the fuel tanks and use the Axe on the valve to release some fuel **(7)**. Light the puddle to blow up the tanks, making for a great signal fire.

The plane comes crashing toward Lara which sends her running in the other direction. You gain control as she slides down a hill. Steer around the sharp objects and grab ahold of the platform before falling to your doom. Climb up to the platform and jump over to the right to avoid the wreckage.



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A ROAD LESS TRAVELLED

MAIN OBJECTIVE:

- Regroup with Roth and Tell Him What Happened

OBJECTIVES:

- Find a Way Back to the Mountain Village
- Regroup with Roth





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Camps 1 | Documents 0 | Relics 0 | Challenges 0 | GPS Caches 0 | Treasure Maps 0

CHALLENGES:
- None

ENEMIES & PREY:
- Solarii Guardsman
- Solarii Archers
- Solarii Rifles
- Solarii Light Soldiers

FIND A WAY BACK TO THE MOUNTAIN VILLAGE

The pilot was able to eject from the plane and sails overhead to the other side of the village. Start running in that direction. Jump to the swinging banner ahead and swing over to the next house **(1)**.



TRAPEZE

Swinging poles such as the banner here can be used like a trapeze. If there is one in range, jump to it. Lara automatically grabs on, swings, and releases to the new location.



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Use the ramp to reach the second floor and make two jumps to reach another house. At this point, the village starts to come down and Lara slides back downstairs.







Jump across two more structures, using another banner to clear the larger gap. Stay on the move as you jump between more homes, or you fall with them.

After a couple of more jumps, Lara crashes into the building where the pilot landed **(2)**. The pilot is fighting off two Solarii Soldiers. He is able to fight off one, but he isn't so lucky against the second. Take the Solarii Guardsman down by countering his attack and run up the steps. Jump over to a lower platform and descend more steps to find the **Cliffside Vista Camp**.

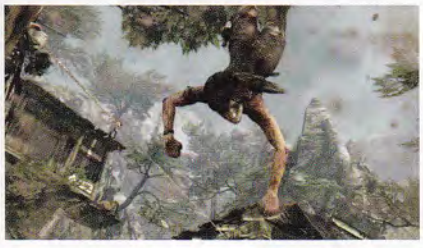




REGROUP WITH ROTH

Lara checks in with Roth as she ascends the stairs ahead. At the top, she gets hung up in a snare trap **(3)**. Two men charge at you as you hang upside down.





Use your handgun to quickly take them down and then immediately aim toward the zip line above them. Fire a shot at the Solarii who slides your way.

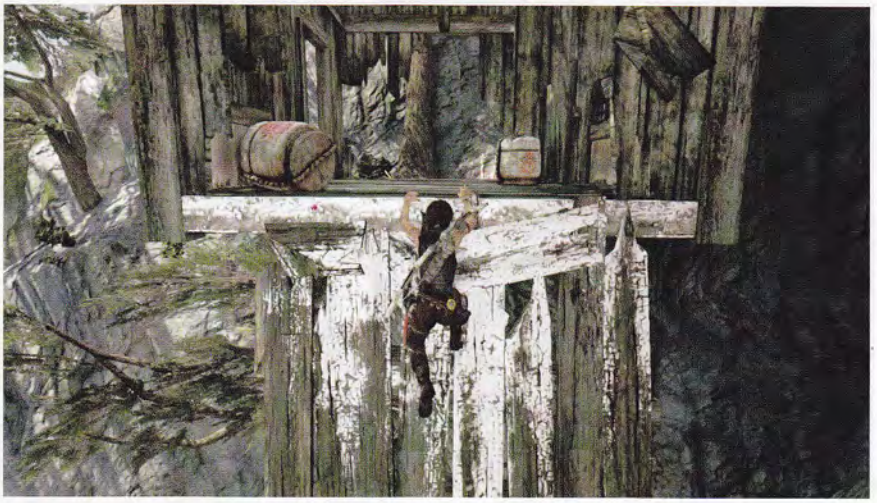
The camera spins around to the pulley that holds Lara up. Shoot it to fall to the ground. Lara picks up a rope, which comes in handy when combined with her arrows.

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NEW GEAR: ROPE ARROWS

Now that you have the rope, it can be used with arrows to pull things down and create zip lines. When you find something that looks like it is wrapped in rope, you can use a Rope Arrow to interact with it. Use your bow to aim at this rope and a three-pointed reticle shows up. Press the Alternate Fire button to shoot the Rope Arrow.





Two enemies fire at Lara from a platform on the cliff above. Fire a Rope Arrow at the post underneath and Lara pulls the whole thing down.



Three enemies enter on the far platform. Quickly take them down as one lobs Molotov cocktails your way. Once you have taken them out, fire a Rope Arrow at another rope-wrapped post on the left.

USE ROPE ARROWS ON ENEMIES

The Rope Arrows can also be used on enemies to pull them toward Lara. Simply press the Alternate Fire button when aiming at someone to attach a Rope Arrow to him and pull him your way.



GET OVER HERE!

Pull five enemies off edges with the Rope Arrow to earn this Achievement/Trophy.

Move over to the east side and use a Rope Arrow to get the rope-wrapped box closer to you. Jump over to it and climb to the top. Cut through the structure on the left and then scramble into another one on the left to find some arrows and Salvage.

Head out to the northeast until you reach a post that sits next to the water. Instead of launching the rope coil directly across the water, look up and to the left to find another post **(4)**. Fire a Rope Arrow at it and use the rope bridge to reach an XP crate on a higher platform.



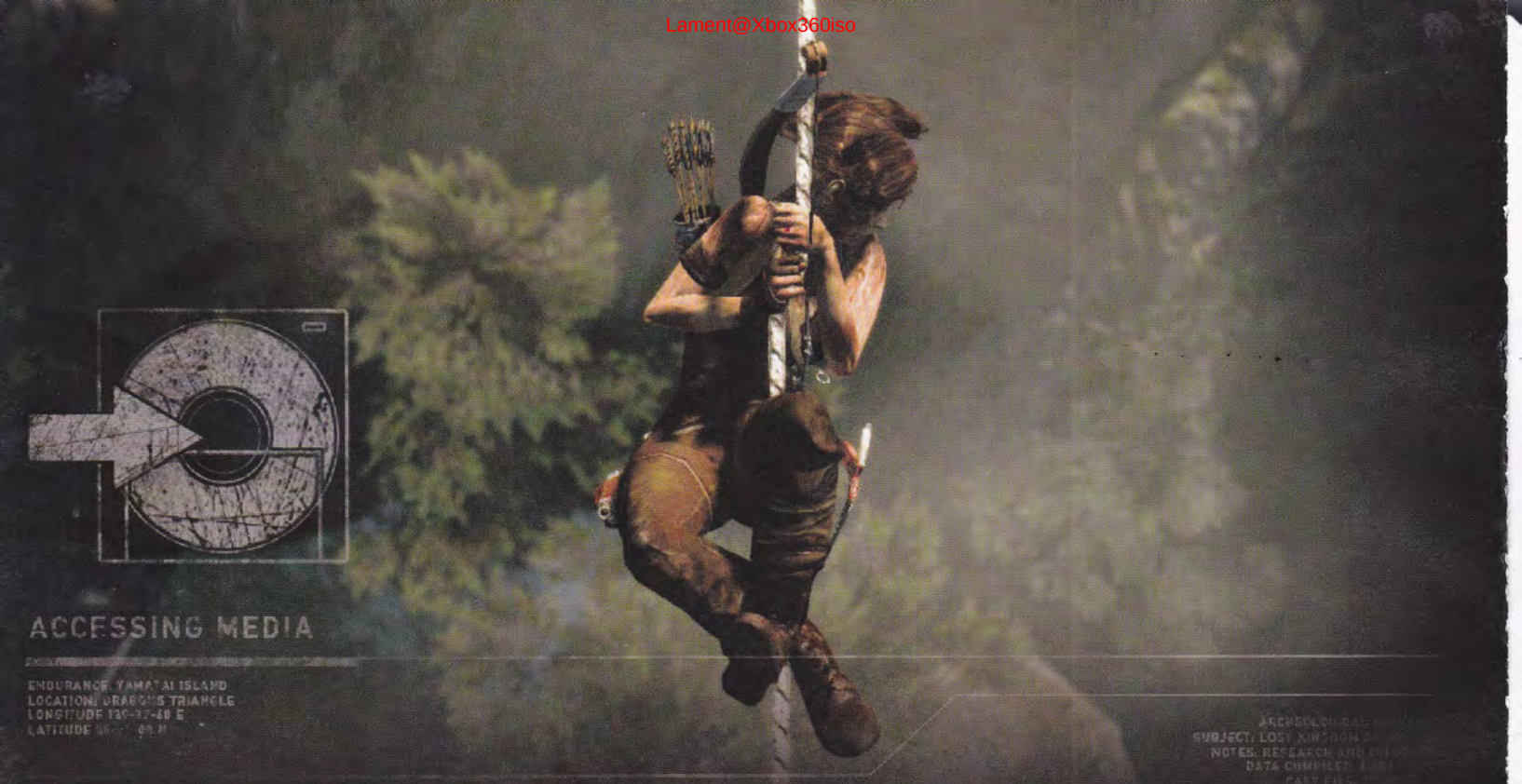
ROPE BRIDGES

Use Rope Arrows when standing near anchor posts to make rope bridges. Aim at a rope coil and then press the Alternate Fire button with the bow equipped to shoot a Rope Arrow. Once the bridge is in place, you can use it to slide down to a lower location or climb up to a higher spot.

Drop down and follow the path to a jammed door with a coil of rope in the middle. Fire a Rope Arrow to pull it down and move inside. Follow the tunnel to find your way back to Mountain Village and Roth.



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GUILTY CONSCIENCE

MAIN OBJECTIVE:

- Reach Captain Jessop and Provide Him Aid

OBJECTIVES:

- Reach the Smoke Beacon
- Locate the Second Pilot







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Camps 2 | Documents 2 | Relics 2 | Challenges 7 | GPS Caches 2 | Treasure Maps 1

CHALLENGES:

- Illumination, cont. (Light 10 Statues)
- Egg Poacher, cont. (Steal 5 Eggs)

ENEMIES & PREY:

- Solarii Light Soldiers

REACH THE SMOKE BEACON

Just to the right **(1)** is the Base Camp **Village Overlook**. Use it to purchase skills and/or gear, as well as to speak to Roth again, before moving down to the end of the path. Fire a Rope Arrow to the coil down below and then use it to slide to the lower level.



CHATTERBOX

Before descending down the mountain, talk to Roth at the campsite until his conversation is complete to get closer to earning this reward.



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Take cover behind the short wall and wait for the three Solarii to disperse. When one starts to climb back up the steps on the right, use a stealth kill to take him down. Do the same to his partner down below. Enter the house to grab a **Relic**, a Medicinal Herb Vial. Rotate it around to find out more about the mushrooms inside.



RELIC HUNTER

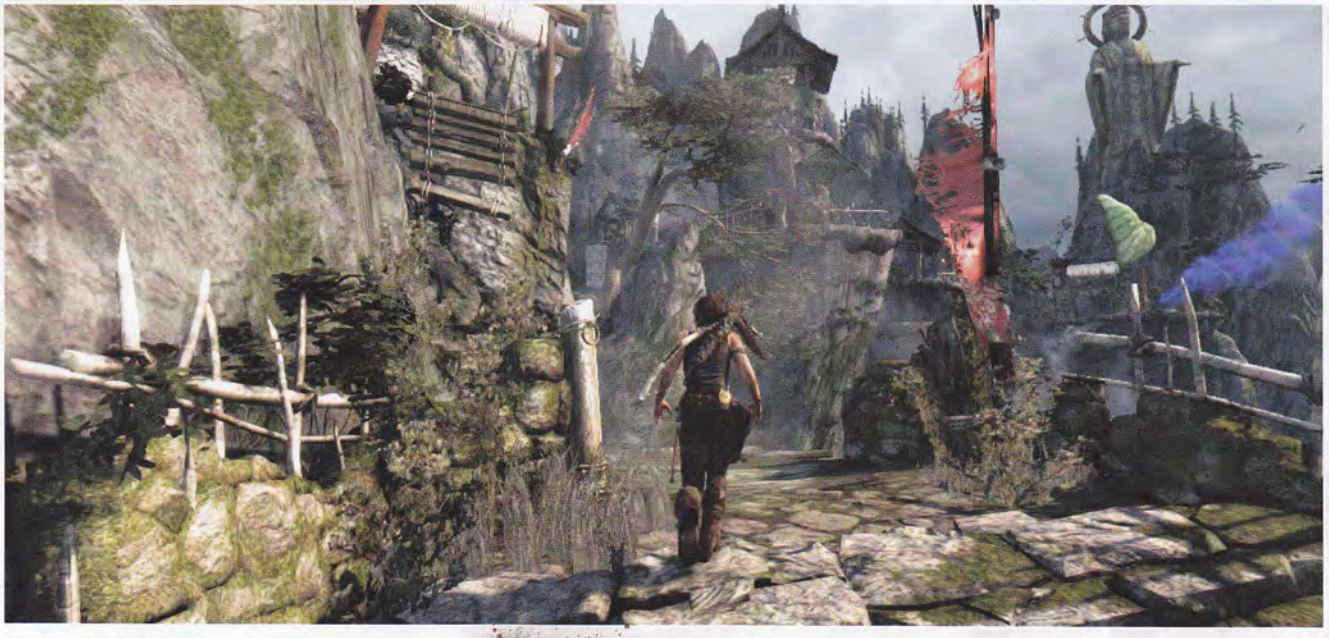
If you have collected all of the Relics to this point, you earn this Achievement/ Trophy for getting 25% of the total Relics available in the game!



Move up the big stairs and light the **Statue** at the top. Then, use the cart to jump out to the zip line and slide down to the central area of the village **(2)**. Search under the nearby steps to find the **GPS Cache**.



Climb up the steps and jump over to a small cliff to the left. Light the **Statue.** Return to the previous stairs and head east toward the blue smoke.



SWINGING TORCH

Occasionally you find a hanging torch with a rope wrapped around the bottom. This typically means that there is something nearby that can be set on fire. Find your way to the torch and light it. Then use a Rope Arrow to get it swinging toward the object you wish to burn. Here, there is a net that can be burned which holds Salvage.



MORE EXPLORING

A zip line is near these steps, which you can take to the lower part of Mountain Village and do more collecting. The airplane crash caused the terrain to change—opening up more area to explore. Since there are a couple barriers that require the Shotgun to get through, we come back to this in Chapter 11: A Friend in Need. Feel free to slide down, grab all of the goodies, and climb back up if you wish.



Use a Rope Arrow to reach the higher point to the left. Scale the rock wall and enter the nearby cave to find another Statue.

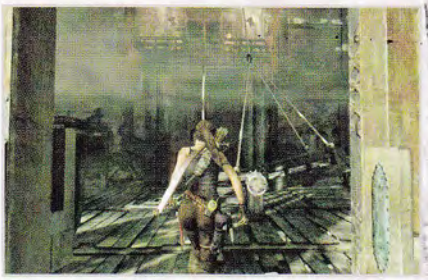
There are two Solarii at top of the rock wall, but luckily their backs are turned. Take out the first one with a stealth kill and then the other as he finishes up his business.

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HALL OF ASCENSION

Return outside and use a Rope Arrow to clear the gap to the northeast. Run up the stairs, enter the cave **(3)**, and wind your way deep inside to find the **Hall of Ascension Challenge Tomb** and **Camp**.



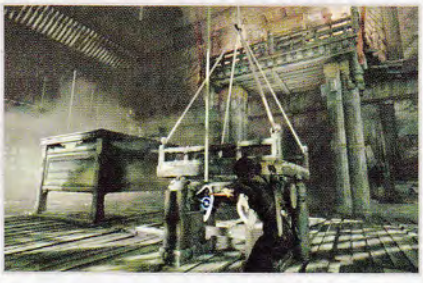


Continue across a bridge and enter the building. A strong wind blows in through the shutters to the left. These can be closed by using your Axe on the nearby valve, causing the wind to subside. This is only temporary, as the wind busts through after about nine seconds.

Another valve just inside the entrance raises a swinging platform in the middle of the room. This too is only for a short time, as it lowers after about 13 seconds. The idea is to get the platform swinging up to the right so Lara can reach the balcony above. Therefore, you need to get on the platform when there is no wind, and then let the wind take you up.



Close the shutters and immediately move over to the platform valve. Wait two seconds and then raise it up. Use the wood scaffolding on the left to get on the platform and let the wind take you to the right wall.



When you get close enough, jump over to the white boards and scramble up to the ledge. Move around to the left to reach the balcony. Move inside to find your reward—a part to a handgun, XP, Salvage, and a map showing GPS Cache locations.





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Leave the cave, move down the path to the right, and drop off the cliff. Jump over the water **(4)** to the east to find the **Relic**, an old photograph. Rotate the picture around to find out more information.



Cross the tree bridge to the southeast and search to the right **(5)** to find the nest of **Eggs**. Climb the nearby rock wall and light the **Statue**.

Use a Rope Arrow on the small shelter to the east and slide over to it. Resting on the table is a **Document**, an excerpt from the diary of Hoshi, a young Priestess of the Sun. Create another rope bridge to a small island to the west to find a **GPS Cache**.





Jump southwest to the lower portion of an island next to a tree stump **(6)**. Run up the steps and light the **Statue**. Fire another Rope Arrow to create a zip line to the east and slide over. Jump to a small ledge to the south to get another nest of **Eggs**.

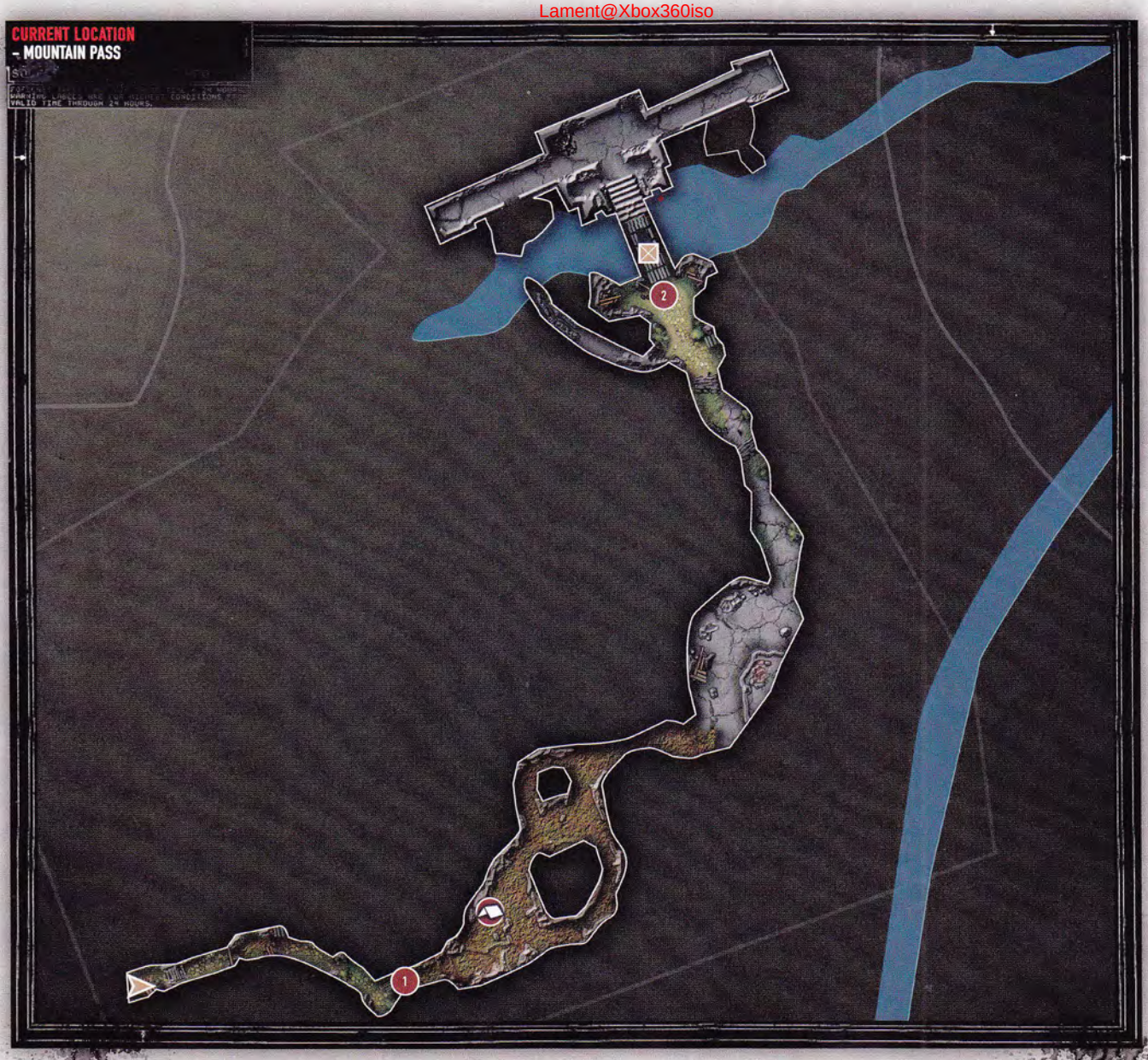
Jump straight up and climb to the upper area to find another **Document,** a letter from an ambassador. Create a rope bridge to the southeast and start across **(7)**. The post comes undone and Lara falls along the side of the mountain. Press the Action button to grab on with your axe and climb up.







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Camps 1 | Documents 0 | Relics 0 | Challenges 0 | GPS Caches 0 | Treasure Maps 0

CHALLENGES:

- None

ENEMIES & PREY:

- Birds
- Rabbits
- Rats

LOCATE THE SECOND PILOT

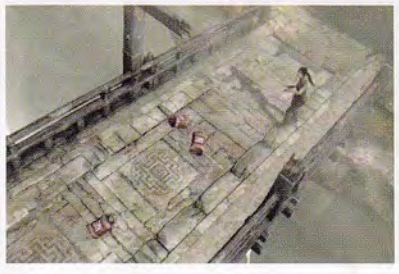
Captain Jessop is not to be found near the smoke, so move down the path ahead to enter Mountain Pass. Continue through the canyon and enter the cave **(1)** to find the **Arid Canyon Camp**.



Proceed through the canyon, looting any XP and Salvage crates that you can find. As you exit, **(2)** you notice the pilot sitting on the other side of a bridge.

As you approach him, one of Mathias' men blows up the bridge, sending Lara flying back from where she came. She is knocked out, but you do get a glimpse of the powerful Oni as they take care of the Solarii.





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ANOTHER FINE MESS

MAIN OBJECTIVE:

- Escape from the Monastery

OBJECTIVES:

- Find a Way Out





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Camps 1 | Documents 0 | Relics 0 | Challenges 0 | GPS Caches 0 | Treasure Maps 0

CHALLENGES:

- None

ENEMIES & PREY:

- Rats
- Solarii Rifles
- Solarii Archers
- Solarii Light Soldiers
- Solarii Guardsman
- Solarii Heavy Soldier

FIND A WAY OUT

Once again, Lara finds herself hanging in a strange place. Swing back and forth until she can get her legs on the beam above. Mash on the Action button to bust free and fall to the floor.



Move through the opening to the west **(1)** and follow the path of carnage to an outdoor area. Move up some steps to find a shotgun resting next to a corpse. Lara aims it at the boards and barbed wire ahead. Press the Fire button to clear the path and attract some attention from the nearby Solarii.



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NEW GEAR: TRENCH SHOTGUN

The shotgun gives you a more powerful gun, but it has a shorter range and is very loud. Now you can get through the boarded-up doorways that you first noticed in Mountain Village.

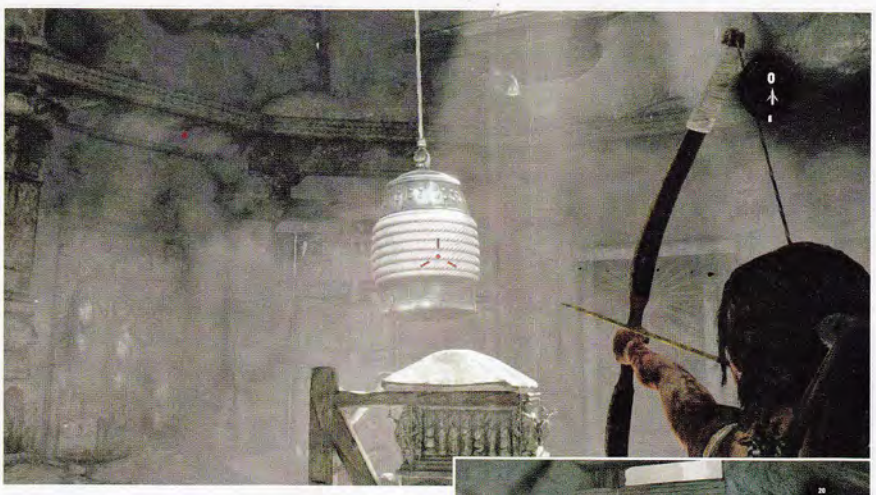


Continue along the route and climb through a window **(2)** to find a Tomb. Several Solarii Light Soldiers drop in on Lara as she studies the room. Take them out with your new shotgun or save the ammo by Dodging and using a Counter attack. Be careful of the ones with the assault rifles, as they can quickly take you down while you Counter another.

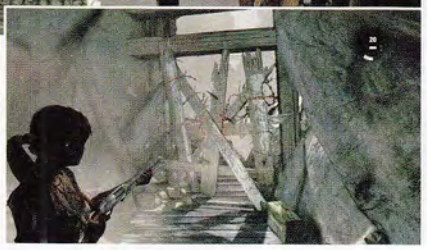




Once the area is clear, stand on the north side of the Tomb and use a Rope Arrow on the bell that hangs on the other side. This crashes through the gate, giving you an exit.



Follow the new path to the **Sheltered Alcove Camp**. Once you are done there, fire the shotgun at the doorway **(3)** to get back outside. The strong winds take the platform out from under Lara's legs, but she manages to get onto the narrow ledge.







Sidle to the right until you reach what is left of the wooden walkway and jump to it. Hop over to some boards that hang down and climb up to a higher path. Follow this around and sneak into the small opening.



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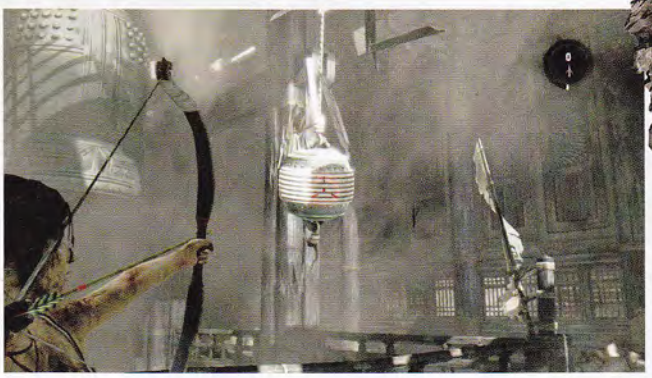


Inside, Lara is attacked by four more Solarii. You face one ranged foe while the others attack up close—including a Guardsman. Quickly take out the ranged guy and Counter the others.

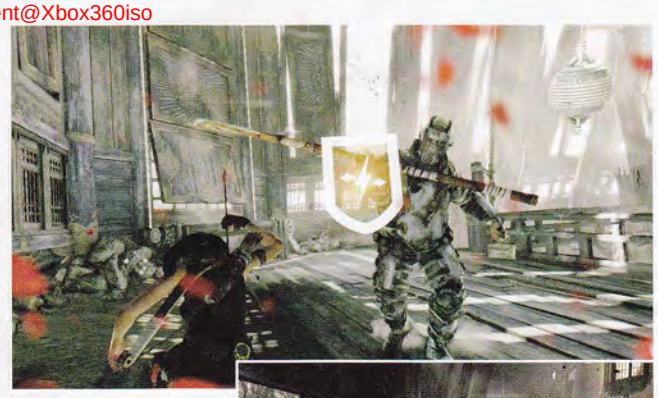
Run up the ramp. You are attacked by a Light Soldier. Take him down and then proceed to the second floor. Here you have two sets of shutters that open with nearby valves **(4)**. A big bell hangs precariously in the middle of the room, with a big metal ball hanging between the bell and shutters.



A weak section of the lower floor makes an easy target for the big bell as long as you can get it to drop. Open one set of shutters, turn around, and use a Rope Arrow on the ball to have it swing into one of the broken pillars. Use the valve again to close the windows and do the same with the other shutters and pillar.



At this point, several more Solarii attack with bows and melee weapons. Eliminate the threat, open both shutters, and move in between the two. Use a Rope Arrow on the metal ball so it swings directly into the bell, causing it to crash through the first floor.





Lara is also sent down to the lower level where an Oni enters the room. Immediately run in the opposite direction, jumping across the gaps as you go.



After the room rotates to its side, jump over to the suspension bridge ahead. Lara crashes down to a lower level and starts to slide down a slippery slope. After she pulls out the shotgun, use it on two sets of boards to clear the way.



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A FRIEND IN NEED

MAIN OBJECTIVE:

- Rescue Sam from the Solarii

OBJECTIVES:

- Find the Way to the Solarii Base
- Descend the Mountain to the Solarii Base







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Camps 4 | Documents 3 | Relics 2 | Challenges 4 | GPS Caches 5 | Treasure Maps 0

CHALLENGES:

- Illumination, cont. (Light 10 Statues)
- Egg Poacher, cont. (Steal 5 Eggs)

ENEMIES & PREY:

- Birds
- Boars
- Solarii Rifles
- Chickens
- Rabbits
- Solarii Sappers

FIND THE WAY TO THE SOLARII BASE

CONDITION: DAMAGED

Lara splashes into the water just outside Mountain Village. Here she hears from Sam who has been kidnapped and taken to a Japanese palace.







Squeeze through the slit in the rocks ahead to **(1)** find the **Mountain Descent Camp**. At the bridge, run through the water to the left and light the eighth **Statue.** Jump back into the water and move past the bridge.

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Search around the corner on the left for the eleventh **GPS Cache**. Jump over to the small shelter and collect the Salvage inside the crate. Hop onto the scaffolding to the right and light the torch.





Move back to the other side of the stream and use a Rope Arrow on the lit torch to light the second one. Now move to the other side of the hanging net and swing the second lit torch its way to get the Salvage inside.







Down below, three Solarii discuss the girl that Mathias has captured. Before taking care of them, jump onto the arch ahead and use it to cross to the other side. Light the ninth **Statue** ahead. Now take the Solarii out with some quick headshots.

Return to the bridge where you first dropped into the water. Fire a Rope Arrow to the tree on the left and use it to cross the water. Follow the path around to the left and pick up the twelfth **GPS Cache**.

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Drop down and follow the path to a **(2)** post next to a drop-off. Shoot a Rope Arrow at the rope coil ahead and zip down to the lower platform. The thirteenth **GPS Cache** is lying on the ground to the right.





DESCEND THE MOUNTAIN TO THE SOLARII BASE

Use your shotgun on the blocked doorway ahead and move inside. After a short talk with Sam, Lara knows that she must get down to the Solarii Base quickly. But first, let's finish up Mountain Village. Run up the engine in the middle of the room and jump up to the attic to find the fifth **Document**, another letter from Hoshi.





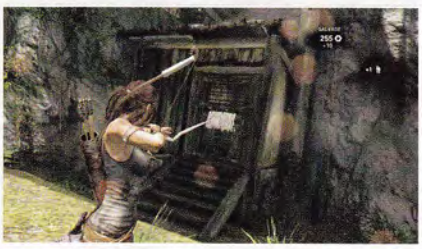
Blast your way through the north doorway with the shotgun. Jump over the water to the area where you first explored the village. To the right, climb up the plane's cockpit and jump over to the ledge to find the fourteenth **GPS Cache**.

Go to the Village Plateau Base Camp **(3)** and fast travel to Village Overlook. Run down the stairs and slide down the zip line. Enter the shack on the right **(4)** and use your shotgun to find the sixth **Document**, an oath taken by the Stormguard General.



Return to the Village Plateau Base Camp and collect the final **Document**, a letter from Reyes, lying next to the fire. Next, go over to the big building to the north. Use a Rope Arrow to pull off a door to a small storage shed. Inside you find the fifth **Relic**, Dried Gobo Root.



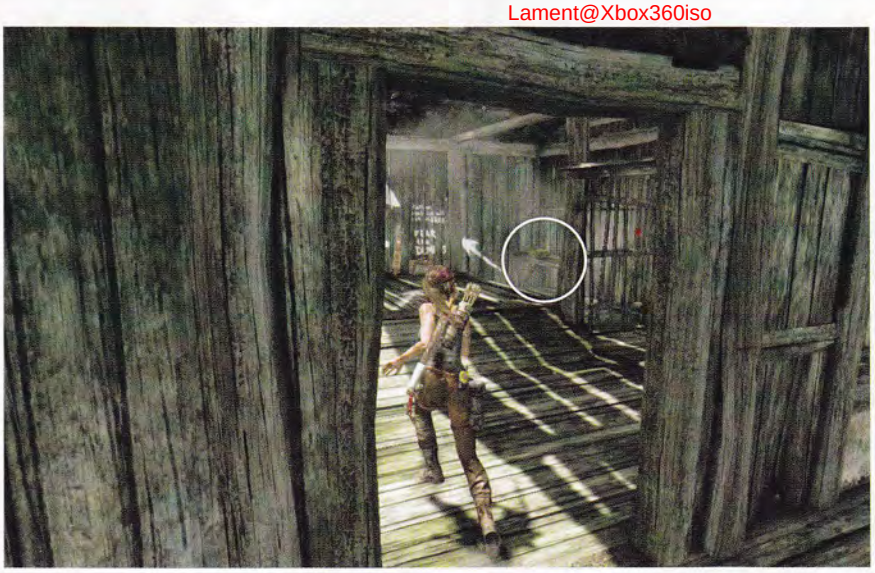


XP AND SALVAGE

There are new XP and Salvage crates around the village so be sure to keep your eyes peeled.



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Head south and run up to a new area west of the Base Camp. Search the left house **(5)** to find the final **Relic**, USMC Dog Tags. Your new equipment also allows you to obtain some Salvage that you were unable to get earlier. Scramble up the wall to the north, light the torch, and use a Rope Arrow on a torch further out. Now use Rope Arrows to swing this torch into the two Salvage nets.



Turn around and light the final **Statue**, before running up the steps to the right. Search the area on the other side of the small shack for the final **GPS Cache**. Jump down to the roof to the south and steal the final set of **Eggs**.





Once you are done exploring Mountain Village, head back to the shack where you got the distress call from Sam. Jump to the platform to the southeast.

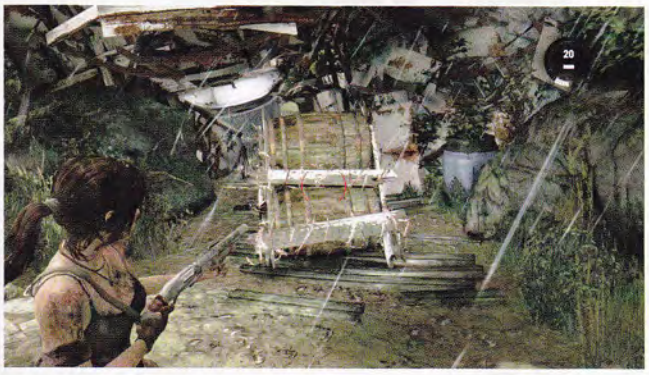






Jump onto the zip line and slide down to a **(6)** small shack, grabbing on when Lara loses her grip. Climb up and observe the three Solarii investigating a fuel tank. Hit the nearby lantern with an arrow to blow it up. Then finish off any remaining enemies.

Instead of taking the main path, move through a narrow opening on the right as two more Solarii run to investigate the explosion. Take one out from above before they get to you. Turn to the right and use your shotgun on the group of barrels below to cause them to roll down the hill at more enemies.



Cross the wood beam and take out any remaining foes up the hill to the left. Then move down across more plane wreckage. Finish off the last of this group.

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Camps 0 | Documents 0 | Relics 0 | Challenges 0 | GPS Caches 0 | Treasure Maps 0

CHALLENGES:

- None

ENEMIES & PREY:

- None

Loot the bodies, continue down the hill, and enter the water **(1)**. The current tries to take Lara down the river, so she grabs on to a post. Push towards the next post to move between them and eventually she is swept away.



Position Lara in the middle of the water as she floats down the river, keeping an eye out ahead for any debris. Running into anything means instant death. Whenever she pulls out her shotgun, fire a shell at the barricade to make it through unscathed.

After floating for a short while, Lara tumbles into the cockpit of a downed airplane **(2)**. Fortunately, a parachute rests nearby that she is able to grab before falling through the windshield. Press the Action button to deploy the chute. When that doesn't work, press the Dodge button to use the backup. Steer Lara between the trees as she flies through the air until she crashes to the ground just outside Shantytown.





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OPEN WOUNDS

MAIN OBJECTIVE:

- Find a Way to Stop the Bleeding

OBJECTIVES:

- Look for First Aid
- Search the Rescue Helicopter for Medical Supplies





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Camps 0 | Documents 0 | Relics 0 | Challenges 0 | GPS Caches 0 | Treasure Maps 0

CHALLENGES:

- None

ENEMIES & PREY:

- Birds
- Boars
- Chickens
- Rats
- Solarii Rifles
- Solarii Light Soldiers
- Solarii Archers
- Solarii Sappers
- Solarii Guardsman

LOOK FOR FIRST AID

Lara is in need of some first aid after that rough trip down. Move straight ahead to fall into Shantytown. In the distance you see a helicopter, which may still hold something that could help.

TOO PAINFUL

Lara is in too bad of shape to do any climbing right now. Return here later to collect everything.



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SEARCH THE RESCUE HELICOPTER FOR MEDICAL SUPPLIES

Stumble toward the helicopter and drop into the water on the right. Squeeze into the opening **(1)** and wade through to the other side, but do not exit the water.





Pull out your bow and aim at the enemy on the roof to the right. Take him down with a headshot and then fire a distraction shot to the left of the guy below. While a third guy investigates, eliminate the second guard and then take out the third. If you are noticed, more enemies join the fight. If you do take some damage, just duck back under the building while you heal.





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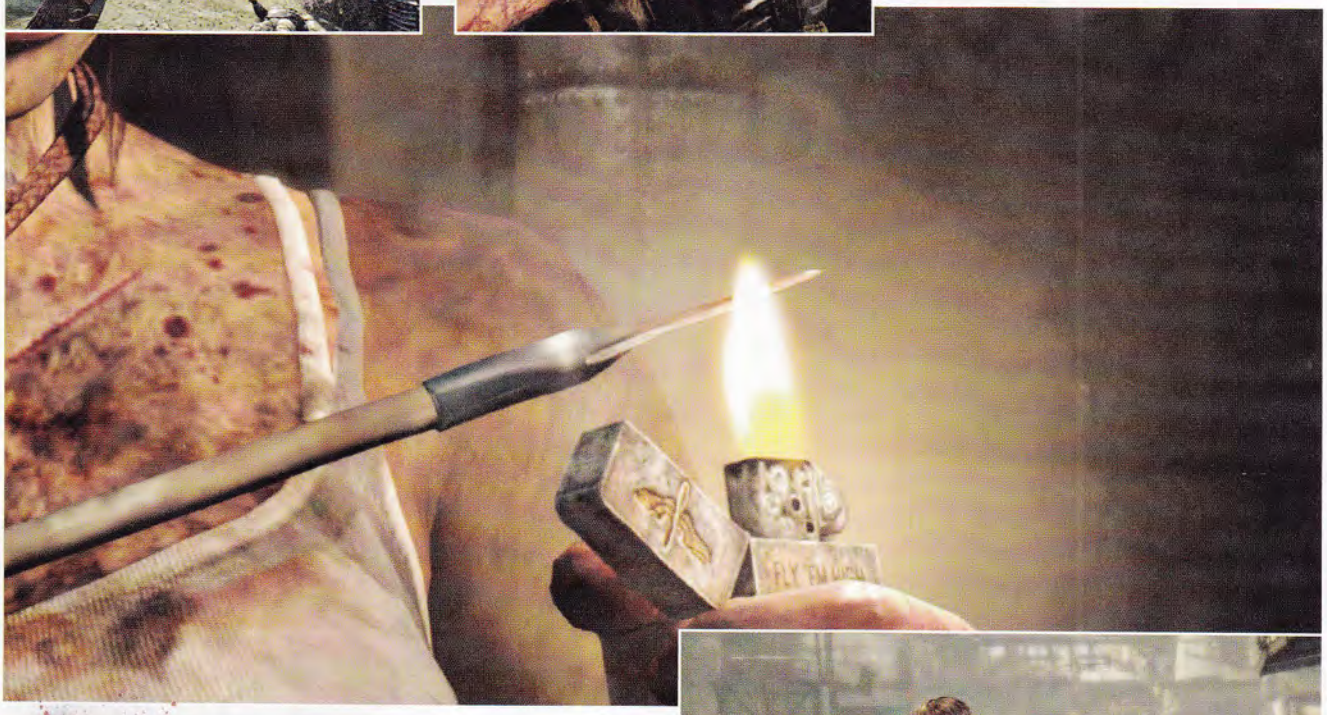
Once the area is clear, run up the steps to the right and turn left. Follow the path around the turn and hop down to the lower level **(2)**. Take down a Light Soldier who charges your way, followed by two more enemies who block your path to the chopper.

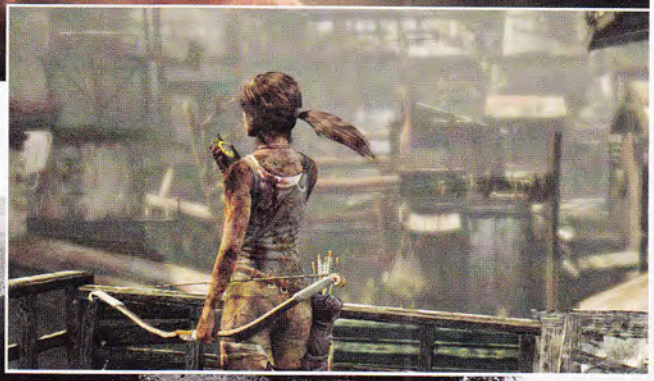






Use a Rope Arrow to open the back of the aircraft **(3)** and move inside. The first aid kit is all used up, but Lara does manage to find a lighter on the pilot. She uses it on one of her arrows to fix herself up. This gives her an idea—Fire Arrows.





NEW GEAR: LIGHTER

This lighter is another item that allows Lara to get an immediate flame no matter where she is. It also allows her to create Fire Arrows, which will come in handy.

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HIGHWAY TO HELL

MAIN OBJECTIVE:

- Find a Way Up to the Solarii Stronghold

OBJECTIVES:

- Reach the Gate Under the Bridge
- Find a Way Through the Gate





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Camps 2 | Documents 3 | Relics 4 | Challenges 4 | GPS Caches 5 | Treasure Maps 1

CHALLENGES:

- Silencer (Disable 4 Alarms)
- Laid to Rest (Destroy 5 Effigies)

ENEMIES & PREY:

- Birds
- Boars
- Chickens
- Rats
- Solarii Rifles
- Solarii Light Soldiers
- Solarii Archers
- Solarii Sappers
- Solarii Guardsman

REACH THE GATE UNDER THE BRIDGE

Your new weapon gets put to the test immediately as a slew of Shantytown inhabitants converge on your location **(4)**. To start out, fire an arrow behind the three guys below. This sets off a blast that takes them down.



NEW GEAR: FIRE ARROWS

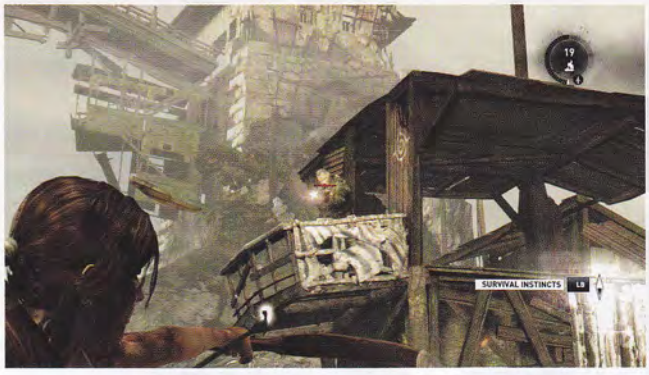
Press Up on the D-pad to switch between fire and silent arrows. These arrows can be used to set things on fire, including enemies. Now you can burn up netting and cloths without using the torch.



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Now start scanning the area for enemies and take them down with your Fire Arrows. A few hide behind the white fence barriers, but these are flammable, so eliminate their protection. There are red, explosive barrels lying about too. Wait for a couple of Solarii to gather around one and hit it with an arrow to kill them in one shot.





Immediately take out the archer above, ignite the red barrel on the rooftop down and right from him, and then take out the enemy above that location. This wipes out a significant part of the ranged threat. The Solarii start to run up the steps and slide down the zip line on the right. Switch over to your assault rifle and knock them down. This battle can get pretty nasty. You can always move back into the corner to rest, but be careful not to get pinned down back there. Once the area is clear, loot the bodies and rest at the **Helicopter Hill Base Camp** on the right.

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Move down the steps on the right and turn to look below the platform where you started. Fire a Fire Arrow at the cloth to reveal the first **Effigy**. Use a Rope Arrow to pull it down to start the first Challenge, **Laid to Rest**.







AN EXTRA EFFIGY

There are plenty of Effigies hanging around Shantytown to fulfill this Challenge and we point out every one. Look through the fence north of the Base Camp and you can see another one hanging along the path you took to the helicopter, just to the west. Pull it down if you want to get ahead of our Effigy count.



Return to the Base Camp and drop down to the ground below. Run up the ramp to the south and blast down the barrier on the right. Inside grab the first **Relic**, a Decorative Inro. Go back up the stairs and continue to the south. After blasting open two barricades with your shotgun, grab the first **Document**, a revealing letter from Grim, sitting on a desk to the right.



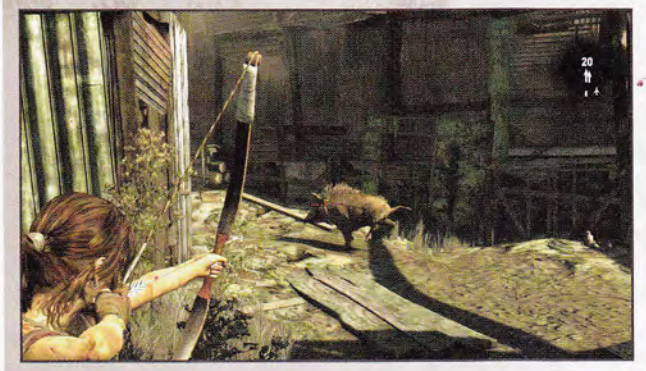


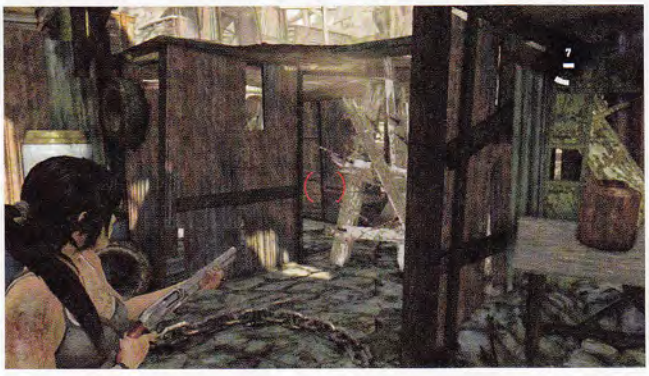
Move along the right side of this area, past a ramp and Salvage net. At the end of the platform **(5)**, find the first **GPS Cache.** Backtrack to a small ramp and use it to reach a higher floor. Move around to the left and scramble up the wall to the roof. Jump to the platform to the south and use your Axe on the first **Alarm** to start the second Challenge, **Silencer**.

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HUNTING BOARS

There are boars wandering all around this village that make simple targets for your bow. Take them down for easy XP and Salvage.





Turn to the east and jump up to the upper level to find the second **Document**, a letter from a member of the Solarii. Drop back down and shoot out the barrier to the southwest. Search inside the room **(6)** on the left to find the second **GPS Cache**.





Run southwest to find a building with a white marking on the outside. Use the shotgun to get inside and grab the second **Relic**, a Jade Horse. Rotate the object to get a look at the bottom and find out more information about it.

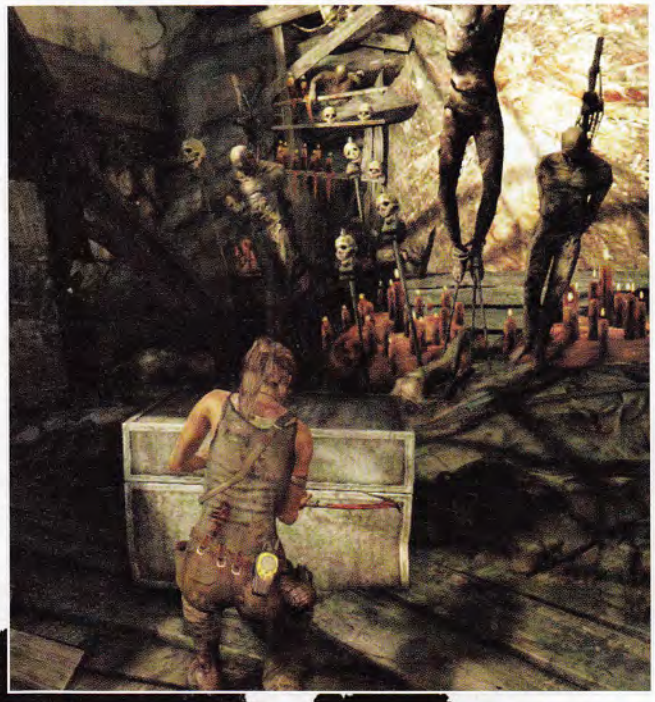
SALVAGE NETS

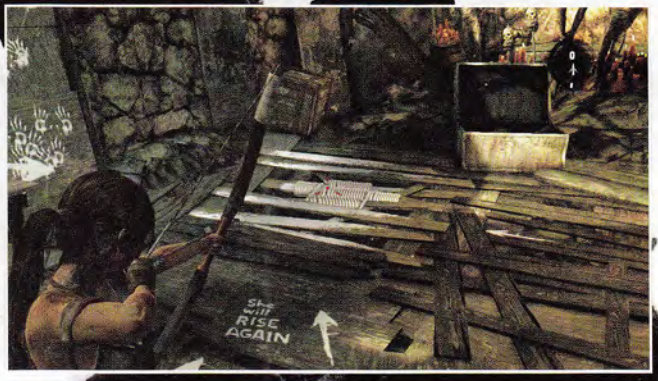
Now that you have Fire Arrows, you do not have to worry about lighting your torch to take down the nets—nor do you have to bother getting to them. Now you can use a Fire Arrow to burn the net up and collect the Salvage. If you step into this fenced in area without shooting down the crate, a snare trap hangs Lara up from a post. No enemies attack, so simply shoot the pulley to be released.

Entering the big building to the south **(7)** sets off another snare trap. If this happens, use your handgun to fend off the Solarii who attack. When the ones with the assault rifles arrive, target the nearby red barrel to take them down. Spin around to find the pulley and shoot it to release the trap. This can be avoided by approaching the left side of the doorway and shooting down the Salvage just inside. Though this does mean no XP and Salvage from killing and looting the attackers.



Loot the bodies and grab the Salvage inside the building before using a Rope Arrow on the rope coil on the floor. This reveals the opening to a tunnel. Drop in the hole and grab the third **GPS Cache**.





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WELL OF TEARS

Follow the cave back until you climb down the ladder. Turn around and look up at the board that you just crossed. Launch Fire Arrows at the two nets that hang high above to get the Salvage inside **(8)**. Squeeze through the narrow opening to find the **Well of Tears Challenge Tomb** and **Base Camp.**

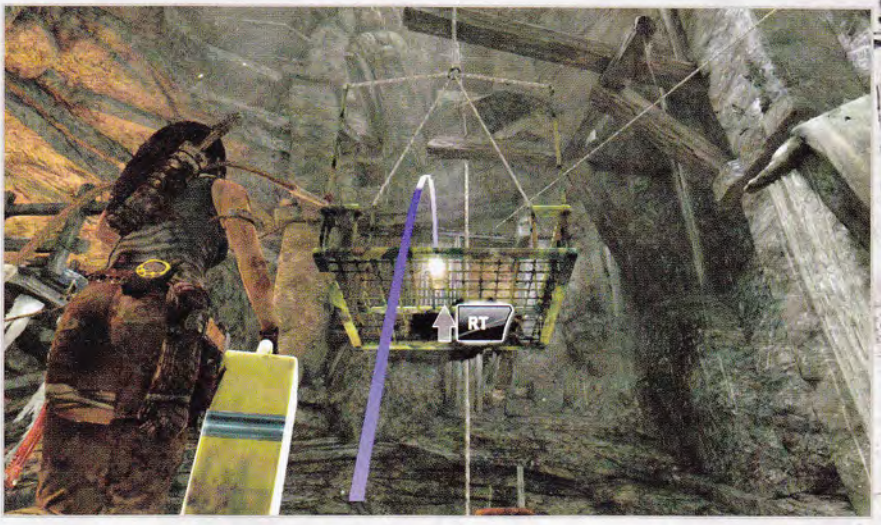




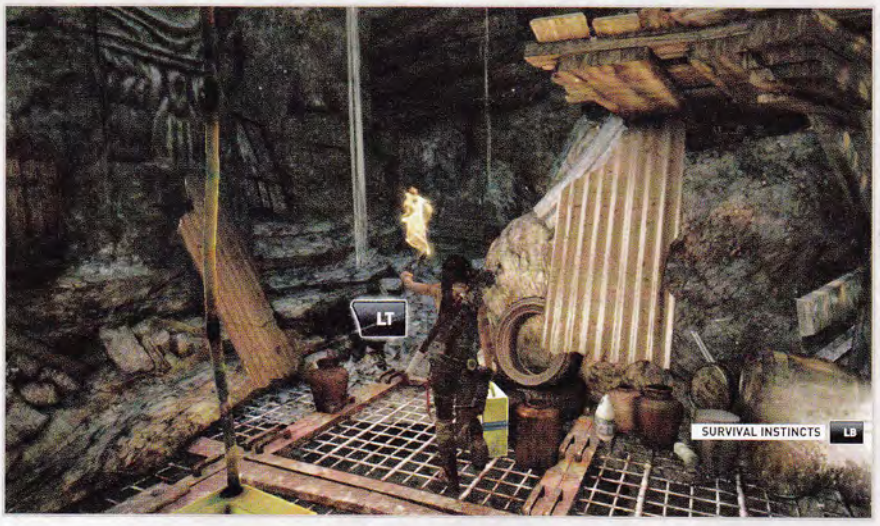
A platform hangs in the middle of the room by a chain that is connected to some kind of weight on the other end. It is too high for Lara to reach, so you need to lower it with another weight. There are yellow canisters that you can interact with.



Pick up one of the canisters, move to the edge of the wooden scaffold, and hold down the Aim Button to get an aiming arc. Aim up to the metal platform and press the Fire Button to toss it up there. This lowers the scaffold temporarily, but it isn't enough weight to bring it down all the way.



Throw two more canisters on it and the scaffold lowers all the way down. Jump on board, toss one container off, and pick another up. Drop it as you run back up to the ledge with the campfire. As the platform rises, jump back on it and immediately jump over to the left ledge. Grab your reward: XP, Salvage, and a GPS map showing Cache locations.





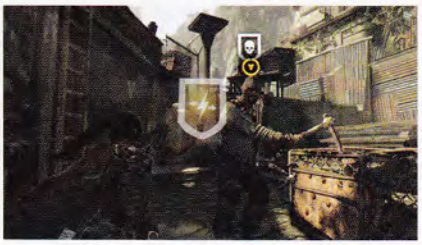
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Use the zip line and the craggy wall to get back to the entrance and exit the cave. Return all the way to the Helicopter Hill Base Camp. Now it's time to explore the east side.



Run to the east and blow open the barricade ahead **(9)**. Three Solarii Rifles and a Light Soldier attack, so take them down with your weapon of choice. Three more come after you when you climb the steps in the far corner.



Climb up to the next floor and search inside the room for the third **Relic**, a Metal Inro. Rotate it around to learn more about it. Exit to the south, turn left, and scramble up to the roof. Inside the small room ahead is the third **Document,** a letter from one of Mathias' men.







Drop off the south side, all the way to the ground, and fire a shotgun shell at a barrier on the left to find the fourth **GPS Cache**. Move down the right steps and climb onto the walkway to the left. Around the corner to the right is another barrier. Destroy it with another shot from your shotgun and grab the fifth **GPS Cache** inside.



Move back around the corner, scramble up the wall **(10)**, and grab the overhang above. Run around the corner to the left and blast through the boarded up doorway. Inside, the fourth **Relic**, a Jade Water Buffalo, rests on a crate.



Exit the room to the south and look southwest to find a cloth hanging on the side of the big building. Set it ablaze with a Fire Arrow and then use a Rope Arrow to pull down the second **Effigy**. The third **Effigy** can be found by hopping on to the roof to the east. It sits above the makeshift fence ahead. Now it is time to proceed with your objective.

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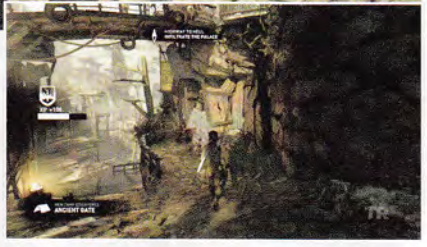
FIND A WAY THROUGH THE GATE

Drop down and move south toward the gate **(11)**, where enemies fly overhead on zip lines in an attempt to surround you. There is a good mix of melee and ranged Solarii, inclucing a Solarii Guardsman, so watch out during close combat. Hit the red barrels to decrease their numbers and use the crate as cover against the assault rifles.









Turn around and use a Fire Arrow on the board that is stretched across the gate. Now you can freely use your Axe on the wheel to the left to open the gate. On the other side you discover the **Ancient Gate Camp**.

INFILTRATE THE PALACE

Avoid the slippery slope ahead **(12)**, by walking left of the drainage pipes, and drop off to the lower wood balcony. Follow it down to a wood and barbed wire barricade and use your shotgun to make your way inside, where the fourth **Document**, another diary entry from Mathias, sits on a table.





Return outside and look west to find the fourth **Effigy** hanging on the side of the tall scaffolding. Drop down and move south through the sludge. After moving into the structure ahead, you see Grim is in trouble.





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Cross the bridge until you see a wooden ramp down in the water. Jump down to it **(13)** and run to the west end to find the sixth **GPS Cache**. When Lara starts to climb the ladder to the southeast, explosives take out the ladder and several enemies attack from the north.





At first, they just fire at you from long range ahead, as one of them sounds the alarm. Take each one down with headshots as you take cover behind the crates. There is plenty of space to roll away from the explosives as they are tossed your way.





Soon, they set up zip lines and use them to drop in on you. Dodge their melee attacks and counter with your own. Once, they are all taken care of, a short discussion with Grim reveals that Lara must take the long way to reach him.



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DEADEYE

There is an Achievement/Trophy for shooting ten enemies off of zip lines. These big fights in Shantytown give you plenty of opportunities to reach this number.



BOOM GOES THE DYNAMITE

Use the shotgun to shoot a bundle of dynamite out of the air for this secret Achievement/Trophy.

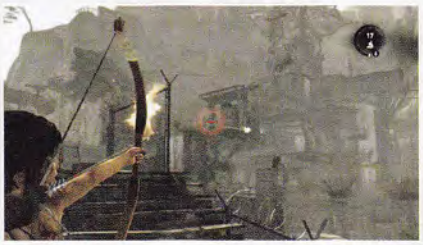


Jump onto the zip line that leads to the right platform. Climb up there and use the Axe to destroy the second **Alarm**. Drop down and blast through the barricade to the west **(14)** with your shotgun. Run down the steps and out to the middle of the bridge. Drop onto the rock and grab the seventh **GPS Cache**.

Look inside the shack to the north to find the fifth **Relic**, a Commander's Inro. Climb up the rungs on the wall ahead and grab the Salvage from the crate on the right. Face to the north and look up on the rock ahead to find the fifth **Effigy,** which concludes the Laid to Rest Challenge.



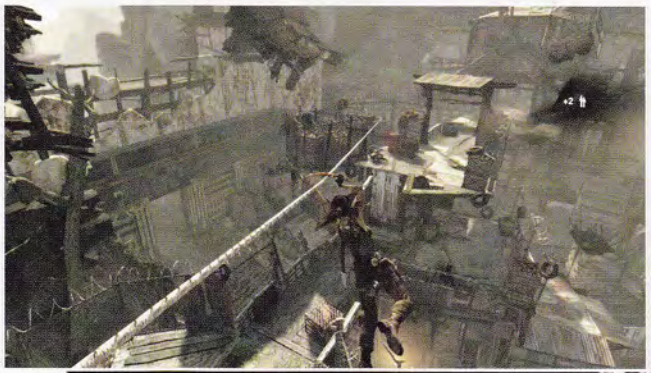
Around the corner to the north, there is a destroyable barricade with the eighth **GPS Cache** on the other side. After collecting it, use the opposite side of the south wall to scramble up to the next level. Follow the path right and up another wall.



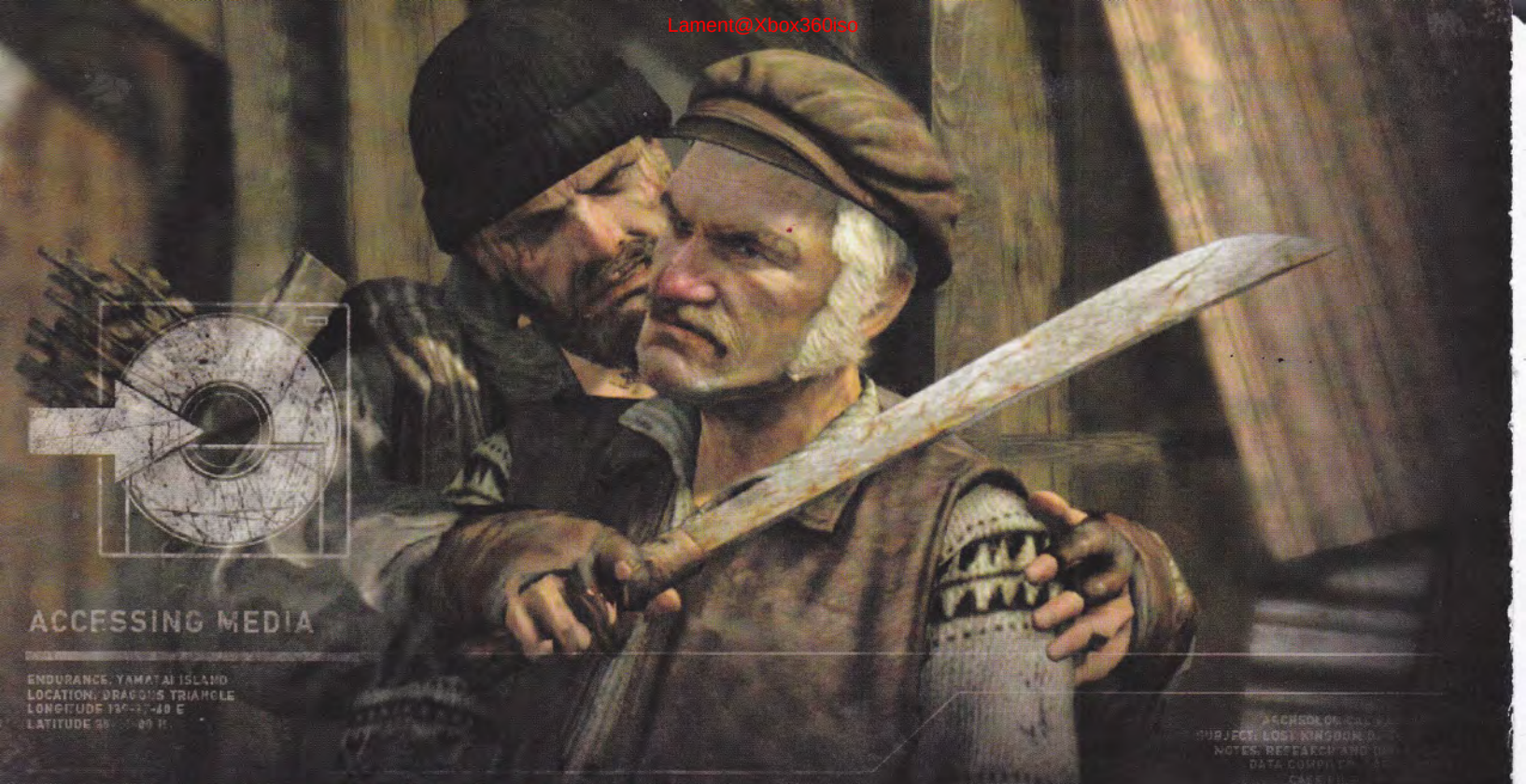


Here, two more Solarii **(15)** attempt to protect their village from the outsider. Take cover behind the wall on the left and take them down. Turn around, jump over to the bridge, and then use the small ramp to reach a pole behind you. This gets you to a higher platform. Just ahead is the third **Alarm**, waiting to be destroyed.

Continue up another level to the north and use a zip line to reach the area from where the previous foes attacked. This gets you closer to Grim.



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LIBERATOR

MAIN OBJECTIVE:

- Regroup with Grim Up on the Tower

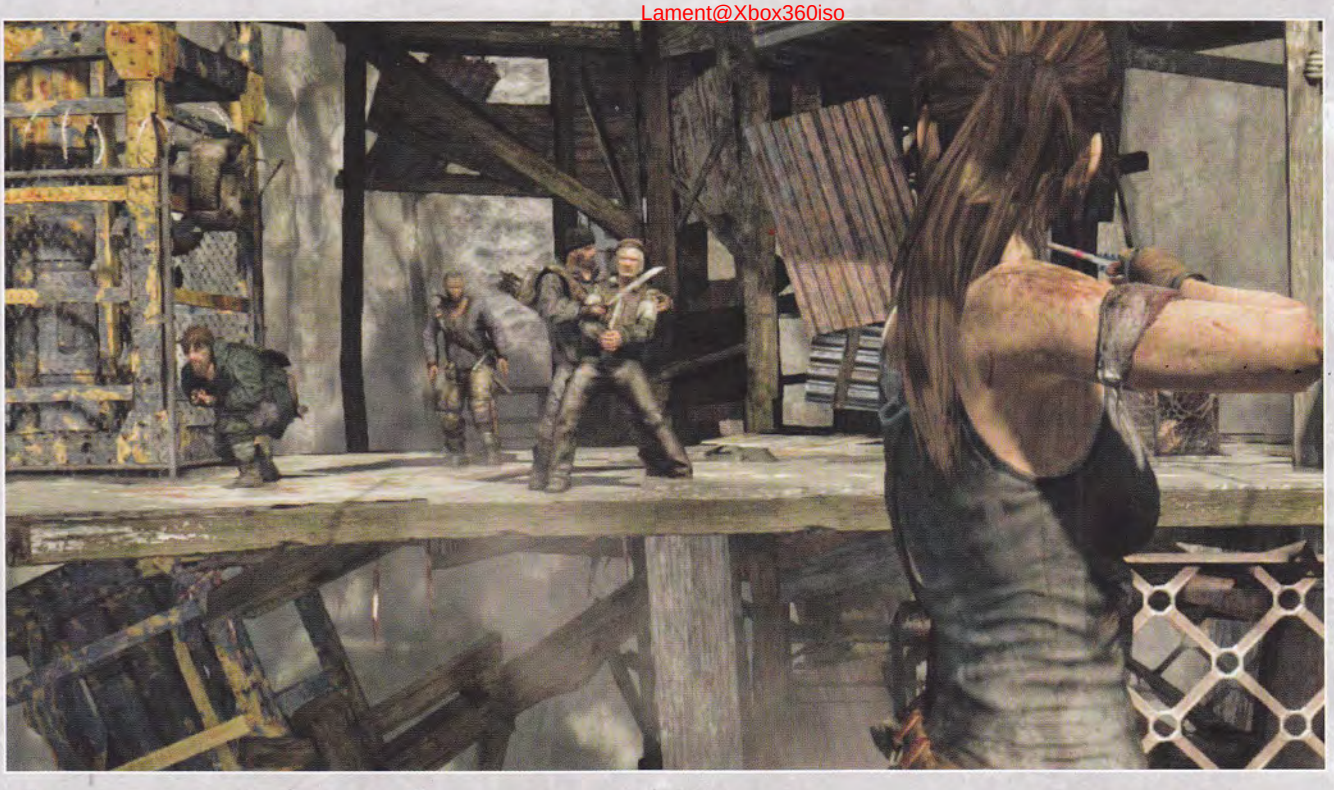
OBJECTIVES:

- Find Your Way to Grim





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CHALLENGES:

- Silencer (Disable 4 Alarms, cont.)
- Laid to Rest (Destroy 5 Effigies, cont.)

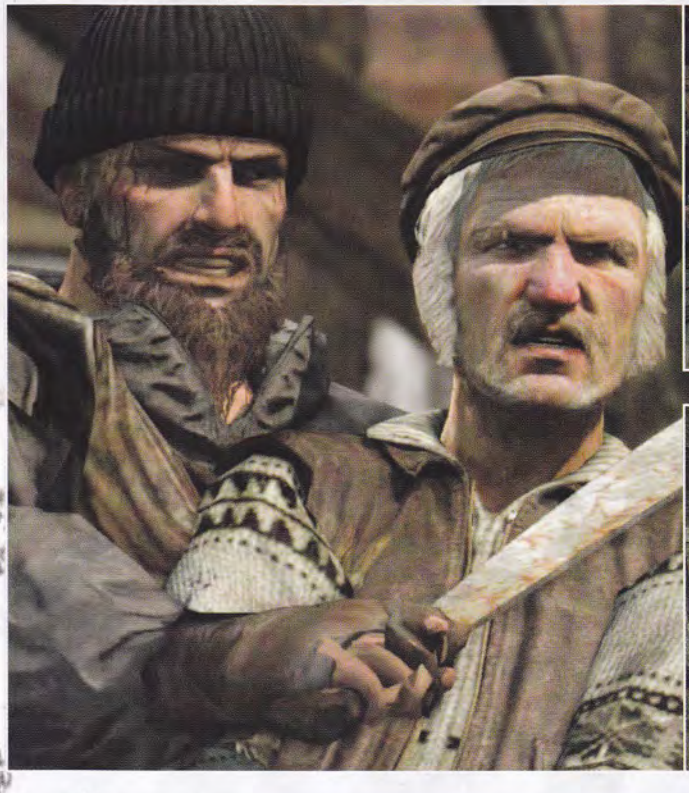
ENEMIES & PREY:

- Birds
- Boars
- Chickens
- Rats
- Solarii Rifles
- Solarii Light Soldiers
- Solarii Archers
- Solarii Sappers
- Solarii Guardsman

FIND YOUR WAY TO GRIM

CONDITION: BARRIER

Before worrying about more Solarii ahead **(16)**, drop down to the lower level behind you. Run around the corner to the east to find the ninth **GPS Cache**. Return to the spot that you dropped down to and hop over the railing ahead. Use your shotgun on a barrier ahead to find the sixth **Relic,** a Scribe's Inro.





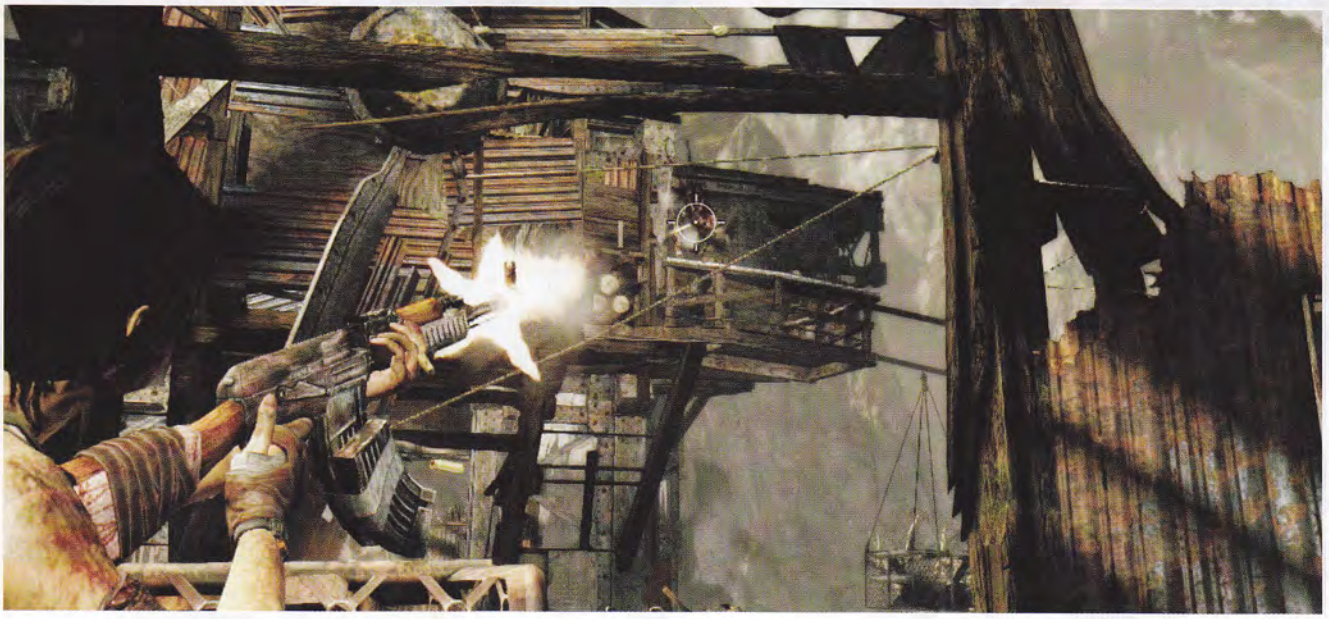


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Camps 4 | Documents 2 | Relics 3 | Challenges 9 | GPS Caches 9 | Treasure Maps 1

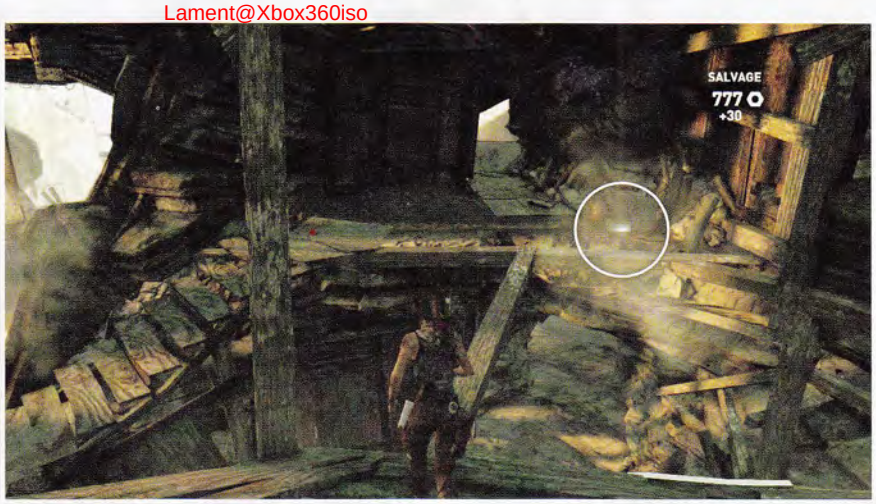
Climb back up to the upper platform and take care of the enemies that you can see ahead. Two fire on Lara from the balcony above. Once they are cleared out, hop between the windmill blades ahead, taking cover behind the crate as more enemies appear.



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Now you are at the top of the cargo hauling system, which can be used to get to Grim. First, though, there are some items to collect. Scramble up the wall just west of the moving cargo baskets and destroy the final **Alarm**. This completes the Shantytown Challenges.





Climb up the boards on the left and then search to the left to find the tenth **GPS Cache**. Run to the east side of the roof and look down, to the right of the waterfall to find another **Effigy**. Go ahead and yank it down if you missed an earlier one.

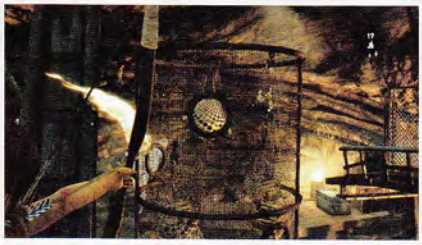


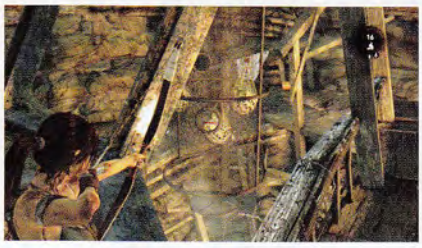
Drop down to the ground and cut through the tunnel to the west. Look for the barrel that sits between the two sets of stairs and search back to the left to find the seventh **Relic, a Jade Drinking Vessel,** that sits on a table. Move west and search behind the debris to find the twelfth **GPS Cache**. An extra **Alarm** sits behind the fence to the south.





Turn left and another **Effigy** hangs on the rocks. Jump down to the zip line **(17)** that takes you down to the north. Up ahead, there are five nets that hold Salvage hanging inside a tubular screen. There are holes around the outside that you can shoot Fire Arrows through. Once you have burned them all, collect the loot at the bottom.

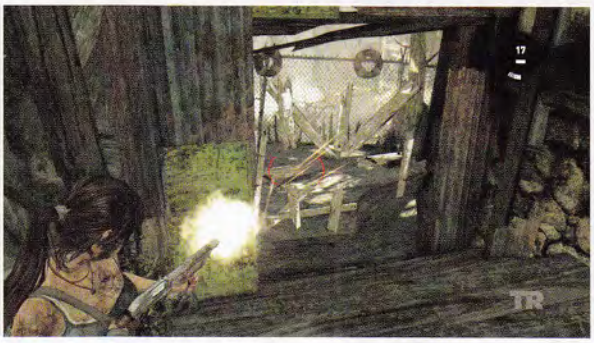




Drop off the platform to the west to find the thirteenth **GPS Cache**. Return back inside the fence and move toward the steps ahead. Turn left and search under another set of stairs for the fifth **Document**, a diary entry from Mathias.



Before going up the steps, use your shotgun to blast through a barrier to the southwest **(18)**. Inside sits the fourteenth **GPS Cache**. Now proceed east to find the **Windmill Base Camp** which sits just outside the **Chamber of Judgment Challenge Tomb**.



From the spot where you dismounted the zip line, follow the wood walkway on the right. Drop down to a ledge below and collect all of the Salvage and XP as you move to the left. Cross the narrow beam to a platform where the eleventh **GPS Cache** sits.

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CHAMBER OF JUDGMENT

Enter the cave and follow it around a couple turns before searching in some brush on the left to find the final **GPS Cache**. Continue on into the darkness until Lara slides down a slope. Grab on before falling and then climb along the edge to the right and up to safe land.

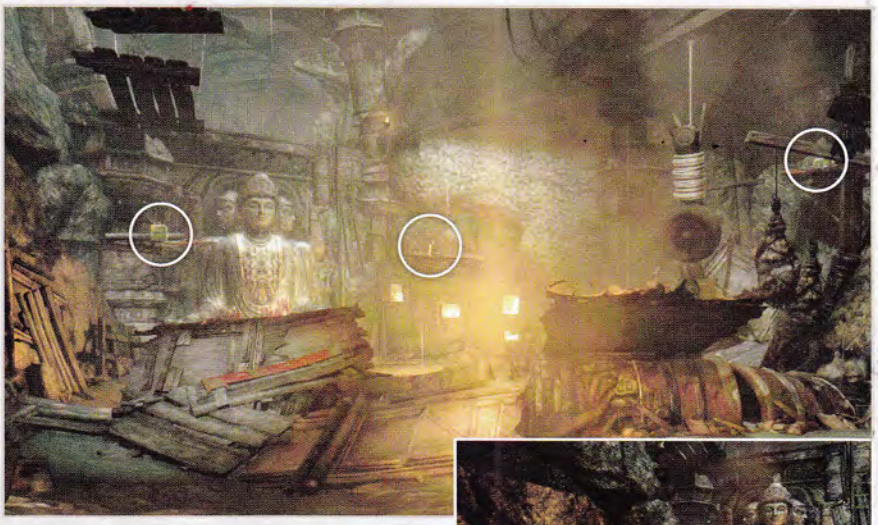


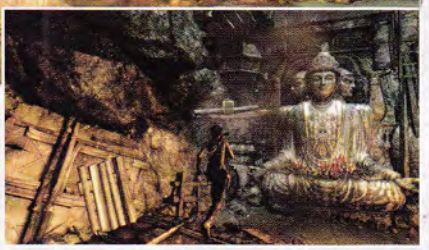


When the path splits, go right, as the other way takes you back to the start. This leads you back to the **Chamber of Judgment Camp**.

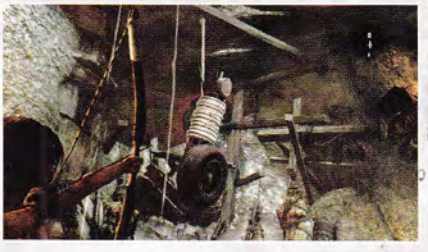


Up ahead you can see the ledge that you want to reach, but there isn't any way to get there right now. On the right there is a metal platform that acts as a teeter-totter—put enough weight on the closest side and the other end raises up. That looks like a way up to the craggy wall.





There are more of the weighted, yellow containers around. These could be useful for weighing down the platform. Grab the one near the fire and drop it (Dodge Button) on the west end of the see saw. Use the ramp on the left to jump over to a flimsy, wood platform where another container sits. Attempting to climb up causes it to fall to the ground. Grab it and place it with the other container.



It is getting there, but it still isn't enough weight to keep the see saw down while you jump to the wall. Move to the left a little and fire a Rope Arrow at the rope coil that holds a plane wheel up. This causes it to knock down a third container. Pick it up and put it with the others.

There is a fourth container sitting on another platform, but that one isn't necessary. Stand on the west side of the teeter-totter, run towards the wall, and jump onto the craggy surface—being sure to grab on with your Climbing Axe.

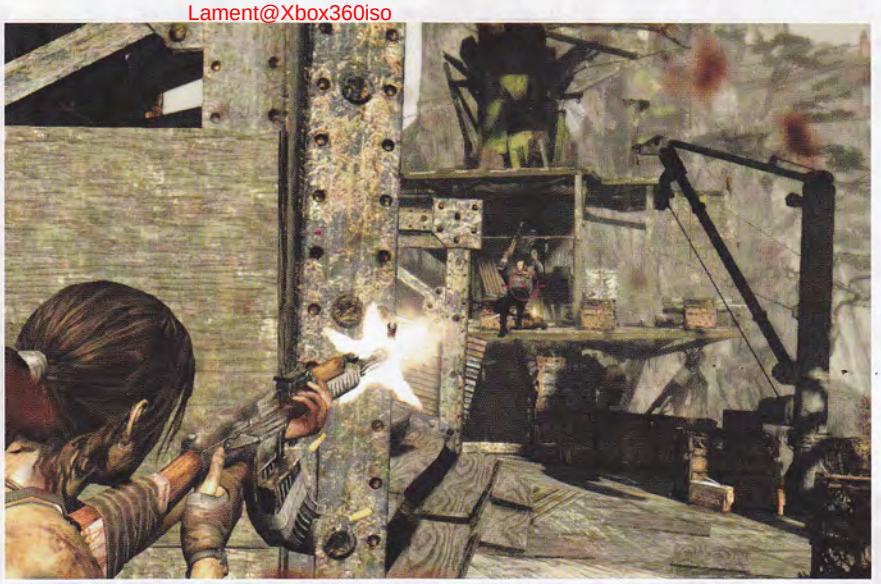
Climb to the left, jump across the gap, and move up to the ledge. Grab your loot ahead which includes XP, Salvage, GPS Cache locations and a handgun part. Use the wood platforms that hang above the Challenge to get back down and exit the cave.



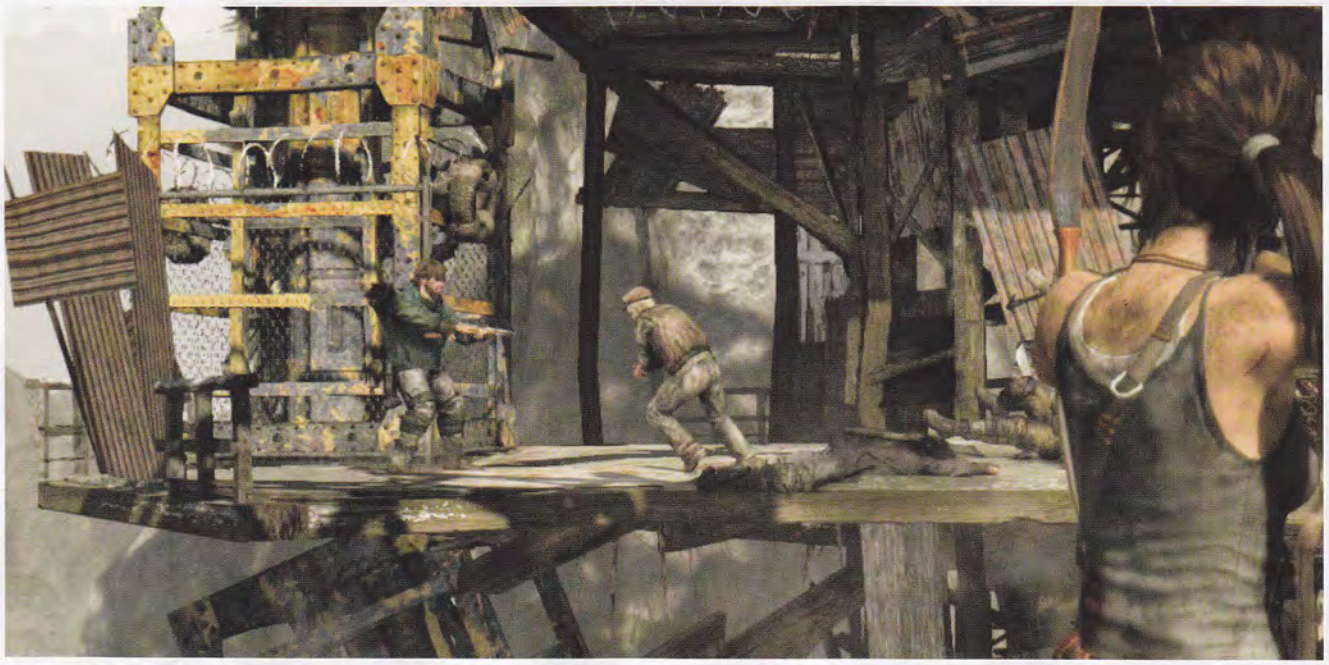
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Return to the top of the cargo hauling system **(19)** and use the small ramp to jump onto one of the moving cargo baskets. Once again, you spot Grim in trouble.





Drop down to the lower level as the Solarii attack from the other platform. Ranged guys fire from there as others use zip lines to reach your area. Try to knock them off these lines for easy kills.



Taking cover behind the big pillars **(20)** gives better protection than the crates. Use this space to Dodge and Counter the Solarii Light Soldiers—away from the gunfire. Watch out for incoming explosives and roll away before they detonate.





Hit the explosive barrels to eliminate enemies who hide behind cover as you clear out the threat. At that point, three Solarii bring Grim out and demand that Lara drop her weapon. However, Grim isn't about to go down without a fight.



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Camps 4 | Documents 2 | Relics 3 | Challenges 9 | GPS Caches 9 | Treasure Maps 1

CHALLENGES:

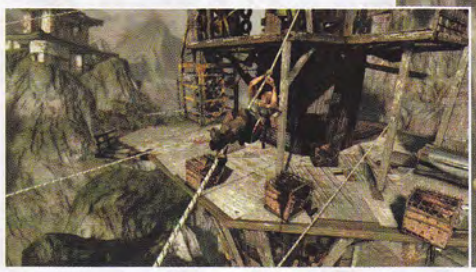
- None

ENEMIES & PREY:

- Birds
- Boars
- Chickens
- Rats
- Solarii Rifles
- Solarii Light Soldiers
- Solarii Archers
- Solarii Sappers
- Solarii Guardsman

FIND A WAY INTO THE SOLARII STRONGHOLD

Jump onto the far right zip line and climb over to the higher platform. On the back side **(21)**, hop onto another line and start toward the cliff. A Solarii archer starts firing arrows at Lara as another cuts the line—sending her crashing into a craggy wall. Hanging from the rope, she is extremely vulnerable until two gun shots take the guys down. Fortunately, Roth has come to her rescue.





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Climb up and follow the path around to an opening at the base of a tower. Inside is the **Vista Tower Camp**. Exit out the other side to reach the first bridge.





Jump across the gap **(22)** and continue to another tower. Scramble up the wall to get inside and then climb out the other side. Follow the walkway out to the underside of the bridge.







Make the two big jumps across the gaps to reach the wooden rungs. Climb up and to the right to reach a narrow walkway that runs underneath the guards.

It leads to a hole in the bridge where one of the guards spots Lara. Right on cue, Roth takes him out. Move over to the right, climb onto the beam, and jump over to another.





Follow the white boards and stop **(23)** when Roth says to. Once the guard drops through the hole, jump right to another ledge. Continue to the right, stopping and going when Roth commands. Climb onto the bridge when he gives you the all clear.

When you fall with the guard **(24)**, be sure to grab on with the Action Button. Climb up to the platform and quickly move to the right. Jump across the gaps as you follow the roofs and walkways to a craggy wall **(25)**, using your Climbing Axe to attach to the rock.





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Camps 0 | Documents 0 | Relics 0 | Challenges 0 | GPS Caches 0 | Treasure Maps 0

CHALLENGES:

- None

ENEMIES & PREY:

- None



Move up to the ledge and enter the cave ahead **(1)**. Follow it to the **Cavern Entrance.** Further ahead **(2)** you find Mathias and many of his men. They have Sam tied up as they ready for the ritual. Lara manages to interrupt them just in time.



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Camps 2 | Documents 3 | Relics 3 | Challenges 6 | GPS Caches 5 | Treasure Maps 1

CHALLENGES:

- Firestarter (Burn 6 Sacks)

ENEMIES & PREY:

- Rats
- Prisoners
- Solarii Rifles
- Solarii Sapper

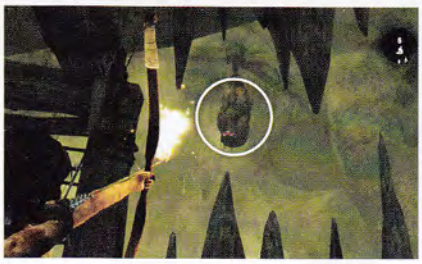
Lara is captured and taken away, but manages to get away to the **Geothermal Caverns** with just her bow. Follow the bloody path up to find some arrows on a corpse **(1)**. Light one up and fire it at the natural gas ahead to clear a path. Do this again at another gas leak and quickly move by.





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The Pit Base Camp waits on the other side. Before continuing on, grab the first **Document,** another confession of a Solarii soldier, sitting next to the fire. Squeeze through the narrow opening and approach the vent **(2)** to witness a new recruit being introduced to the pit.



Take the path down to the main area. Just before going through the gate, look up to the left to find the first **Sack** hanging from the ceiling. Launch a Fire Arrow at it to burn it down to start the **Firestarter Challenge**.

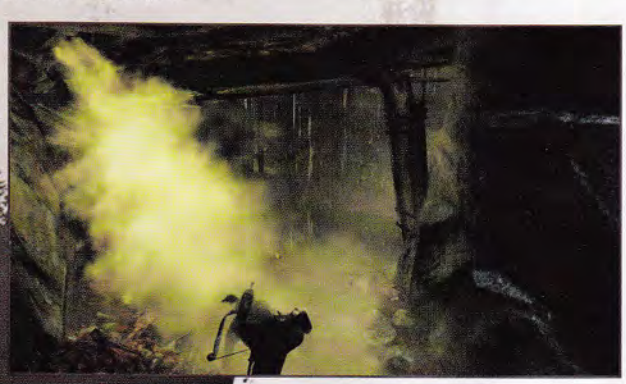
Move into the pit and turn left. The opening on the left **(3)** leads to some Salvage; watch out for the guy who attacks as you exit. Enter the tunnel at the back of the room **(4)**, take down a captive, and look up through an opening in the ceiling to spot the second **Sack**. Climb onto the ledge and pick up the first **GPS Cache** before exiting back to the pit.





A SLOW DEATH

The natural gas hurts Lara when it touches her, but it takes several seconds before she takes much damage. Instead of wasting an arrow on the gas, quickly run through it.



Move through the narrow passage **(5)** along the east side to find the second **GPS Cache** lying on the ground. Just ahead is a ledge on the left. Climb up to find a big Salvage crate. Drop back into the passage and continue to the left to find the third **Sack**.



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EASY XP

There are prisoners behind bars along the narrow passage that you can kill for easy XP. Watch out, though, as your arrow supply is limited.

As you exit the tunnel, watch out for another melee attack from one of the captives. Once you've taken care of him, use the Axe on the valve to cause gas to spew out. Move into the middle of the pit and climb the ledge **(6)** on the right to find the first **Relic**, a Funeral Fan from the 18th century. Drop back down and send a Fire Arrow at the gas to blow open the door.





Quickly move through the opening and around the right side of the stalagmites as three Solarii Rifles move down the steps. Pull out your bow and take out the second with a headshot, followed by the third guy. Then as the remaining foe looks for you, take him down.



Grab the third **GPS Cache** before running up the steps and looting the bodies. Pause before the corner and eliminate the Sapper waiting on the left. Pick up the second **Document**, a letter from Reyes, which lies near the body.





Move around the rocks on the right and go up a few steps until you reach the first metal cage on the left. Climb and jump all the way up to the higher platform above **(7)** to find the **Geothermal Caverns Treasure Map**. Drop down and continue up the stairs to find the **Catacombs Base Camp** and the second **Relic**, a Wedding Fan.



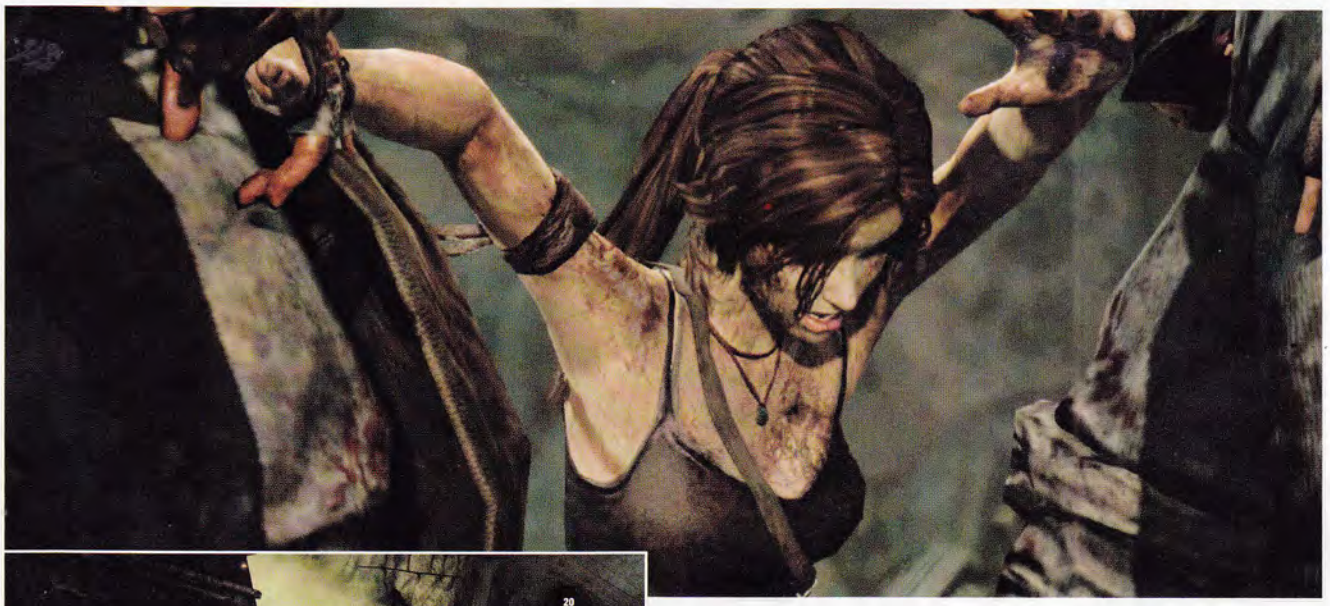
Move down to the lower landing and pry off another valve. Move back and blow it up with a Fire Arrow. This knocks a big cage off the other side. Hop onto that cage and scramble up to the ledge.

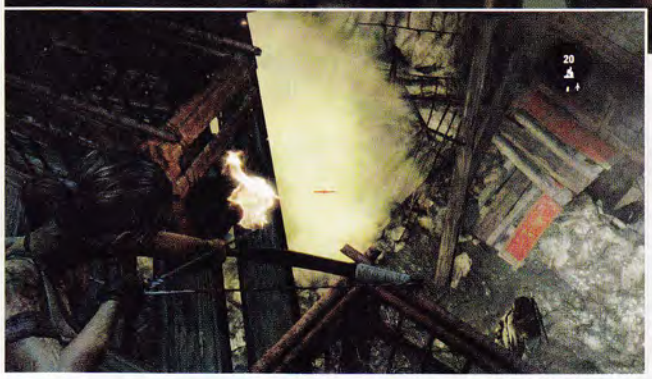




Step into the next area as a Solarii soldier joins two others below your location. Peek between the crates and shoot a Fire Arrow at the natural gas to eliminate them all. More enemies show up if you allow them to call for help. The fourth **Sack** hangs just inside the doorway below.

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Up ahead Lara drops in on another ritual, where all of the followers are carrying assault rifles and wearing protective hoods. It doesn't seem too fair, but a little stealth and fire power make this a manageable fight. Stealth kill the guy with his back turned and burn the final **Sack** that hangs overhead.





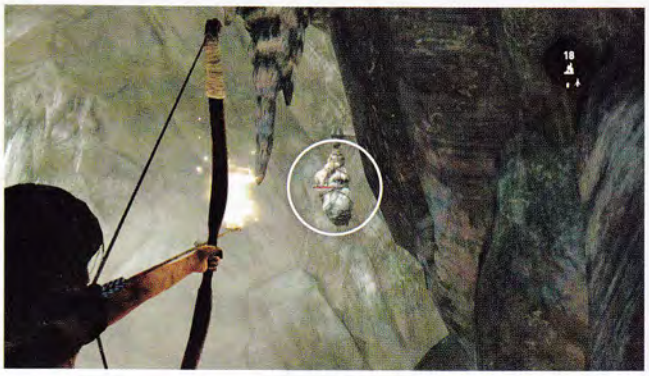
Sneak to the left along the waist-high wall and take out the follower to the far left with a headshot. Then, launch a Fire Arrow at the natural gas on the other side of the chamber to clear the room.

Drop down and loot the bodies as you run to the north end **(8)** of the path, where the fourth **GPS Cache** lies next to an XP crate. Burn the fifth **Sack** that hangs high above before scaling the craggy wall on the left.





The final **Document**, another entry from Mathias' diary, rests just in front of the sacrificial altar. Wade through the water just to the left of the Document to find the final **Relic**, an Inscribed Silk Fan.





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Move up the slope to the east past another valve and search in the southern corner to find the fifth and final **GPS Cache** lying next to another XP crate. This completes the Geothermal Caverns collectibles.

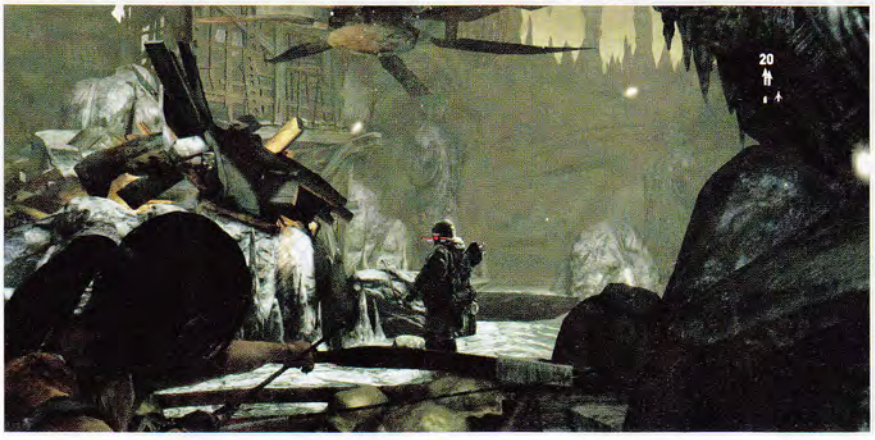
Use a Rope Arrow on the rope coil **(9)** to pull the hanging cage around to the right and pry off the nearby valve. Now shoot a Fire Arrow at the natural gas leak to cause the cage to crash through the door ahead.



Run through the opening and follow the passageway until the ground crumbles beneath Lara, sending her down to a gas filled tunnel. Pulling out a Fire Arrow causes the gas to explode, killing Lara. Standing around ends with the same result. Instead, quickly run to the other end of the passageway and scramble up the wall.



RESCUE THE CAPTURED ENDURANCE CREW



Here you find the other members of the Endurance Crew **(10)** being held in the cabin of a wrecked helicopter, which hangs from the ceiling. Three Solarii guard them but luckily their backs are turned away from Lara. Take out the right one first with a headshot.

Now turn to the left two and put an arrow in the right foe's head. Quickly kill the other before a fourth Solarii shows up on the right. Eliminate him and Lara gives the rest of the crew an update. Now you must find a way to get them down.

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Look straight ahead to find two gas leaks, along with a hanging cage. Hit the left leak with a Fire Arrow and immediately shoot another at the right one. This releases the other counterweight, but also causes the helicopter to jostle around—knocking Lara off. Fortunately, Jonah catches her before she plummets into the fire below.



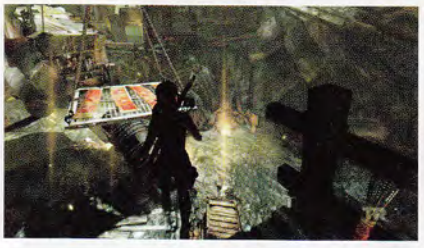


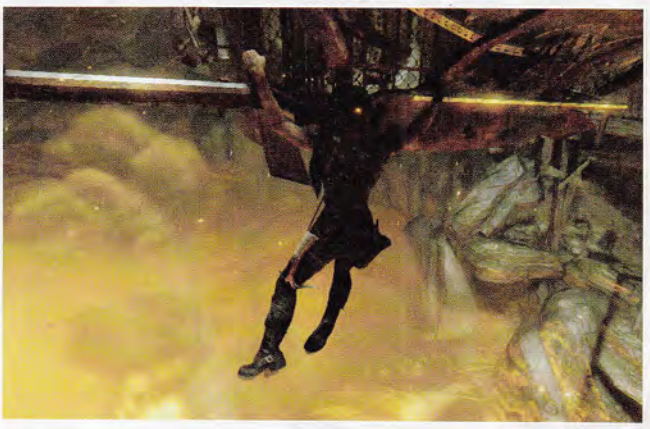


Climb around to the right and up until you get back on top of the chopper. Jump west to the platform and use the Axe to remove the two valves from the gas pipes. Take cover behind the short wall on the left to hit both gas leaks with a Fire Arrow simultaneously. This knocks the helicopter over to the far ledge, freeing Reyes, Jonah, and Alex.



Look behind the rock ahead to find another natural gas pipe. Pry off the valve and ignite it with a Fire Arrow. Move up the steps past the gas leak and around to the left. Jump over to the newly released platform and over to the top of their cell.





ESCAPE THE CAVERN

CONDITION: DAMAGED

As the crew exits the caverns, Lara stays behind to find Sam and Dr. Whitman. Run straight ahead **(11)**, jump over to the hanging cage, and climb on top. Repeat this at the second cage and then hop over to the ledge.



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INTO THE FIRE

MAIN OBJECTIVE:

- Rescue Sam from the Solarii

OBJECTIVES:

- Find a Way into the Temple
- Find Sam
- Survive the Ambush
- Escape the Inferno
- Fight Your Way out of the Temple
- Regroup with Sam
- Escape the Solarii Compound







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Camps 1 | Documents 0 | Relics 0 | Challenges 0 | GPS Caches 0 | Treasure Maps 0

CHALLENGES:

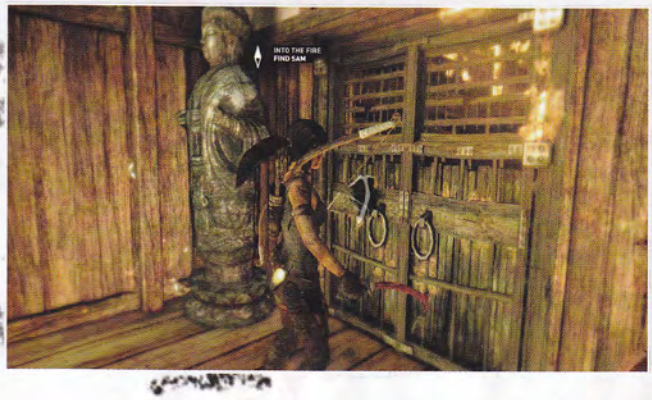
- None

ENEMIES & PREY:

- Solarii Rifles
- Solarii Sappers
- Solarii Elite Soldiers
- Solarii Archers
- Nikolai

FIND A WAY INTO THE TEMPLE

Follow the path up the stairs to reach the temple. Use the Axe on the door to get inside the Solarii Fortress.





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FIND SAM

The place appears to be under fire as explosions rock the building around every turn. Follow the hallways as you loot the bodies that are taken out in the blasts.





At the dead end **(1)**, step out onto the overhang and follow it around to the right. Continue to the left and climb the craggy wall. When you are unable to go any further, jump across two boards to the left and then climb up to a walkway above.





Follow this path around a couple of turns and then enter through a hole in the side of the building. Once Lara gets on top of the roof, follow the enemies ahead and to the right. Use the zip line **(2)** to get over to another building. Keep following the guy as he jumps over to another overhang.



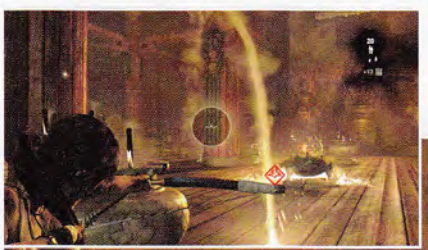
Climb up to the upper floor **(3)** and follow Mathias' followers into the smoky building. This hallway leads to Dr. Whitman, who is still the same coward as he was before. He points Lara in the direction of where Sam is being held, but decides to stay behind.

SURVIVE THE AMBUSH

Lara takes down Dmitri **(4)**, who is holding her gear. You are again able to select any weapon. After the chaos, Lara is again separated from Sam as Solarii guards attack her in the throne room.



Take cover behind the pillars as you pick them off one by one. Watch out for the explosives as they are tossed your way. Once that group is gone, a couple of armored elite soldiers enter the room. These guys take a bit more firepower to take down. Keep a pillar between you and them as you finish them off.





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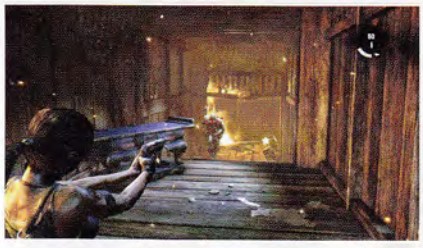
ESCAPE THE INFERNO

Exit the throne room via the southwest corner and follow the hall until you run into a couple of enemies **(5)**.



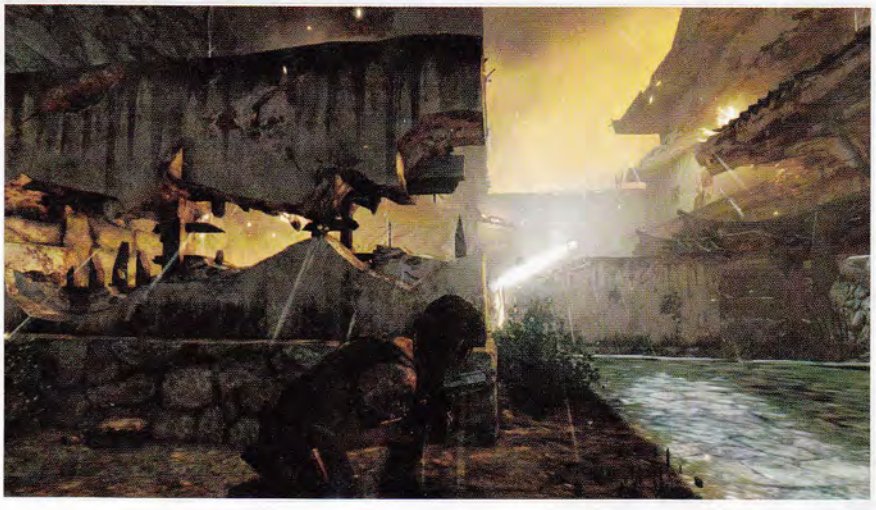
FIGHT YOUR WAY OUT OF THE TEMPLE

As you follow the hallways out of the temple, many of Mathias' followers try to stop you. Be cautious at each turn, taking cover behind the wall as you eliminate them. Remember, to defeat the Guardsman Dodge his attack and Counter with your own.





When you reach the outdoors **(6)**, Nikolai mans a turret on the far balcony. It is useless firing at him as he is protected. His bullets tear through the concrete that you hide behind, so quickly move up to the next wall and then up to the low rock wall on the right.



Roll to another wall to the left and then run up the steps. Climb up the craggy part of the wall to reach the second floor and then jump onto the zip line. Lara slides down and knocks Nikolai off the gun, but he is able to knock her down to the ground.





You now get your hands on a grenade launcher! Aim above his head and press the Alternate Fire Button to kill Nikolai with the explosive. Destroy the metal barrier ahead with a grenade and proceed inside.



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NEW GEAR: GRENADE LAUNCHER

Lara straps the grenade launcher to her assault rifle, giving her the ability to destroy metal barriers. Press Right to select that weapon and then use the Alternate Fire Button to fire a grenade.





Rest at the **Solarii Fortress Camp** on the right before climbing the craggy wall. Follow the fiery hallway to the other side of the structure and use a grenade on the barrier to create an exit.



Take cover at the next doorway **(7)** and eliminate the enemies in the next courtyard. There are plenty of extra grenades lying around, so feel free to use one on each of them. Move down the steps and launch another explosive into the hole with the spotlight to finish off the threat.



REGROUP WITH SAM

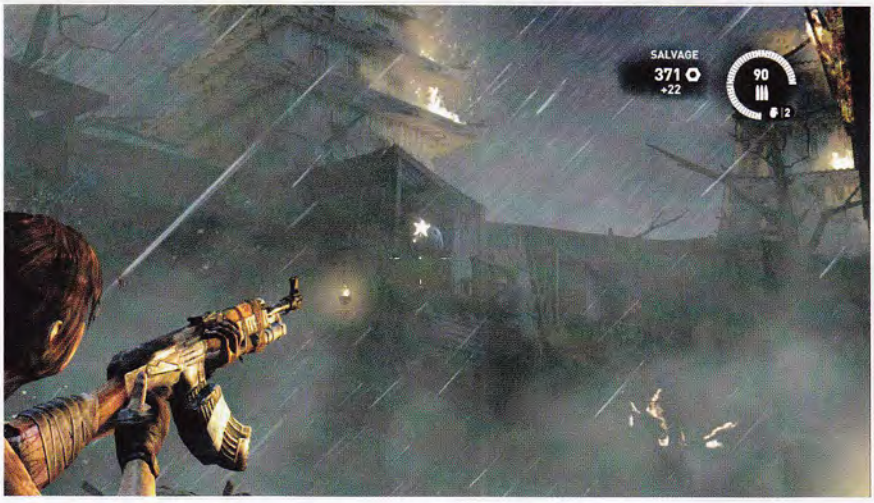
Step out onto the overhang **(8)** where Lara spots Sam, who is surrounded below. Jump up to the zip line and slide down into a lower section of the compound. Use a grenade to destroy another metal barrier ahead and get back outside.





Step out and lob a grenade at the Solarii soldiers on the balcony ahead. Clear out any remaining enemies before moving down into the street. Mathias' followers continue to attack from the path ahead. Take cover behind the crates **(9)** as you fight them off. Be wary of incoming explosives and duck into buildings to heal when necessary.





USE YOUR SURVIVAL INSTINCT

If you are having trouble spotting the enemies in the rainy and smoky conditions, simply hit the Survival Instinct Button to have them shine brightly.

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After the street has been cleared, move around the corner past the fountain, where another spotlight hits Lara **(10)**. A Solarii mounts another turret, making your progress a little more difficult.

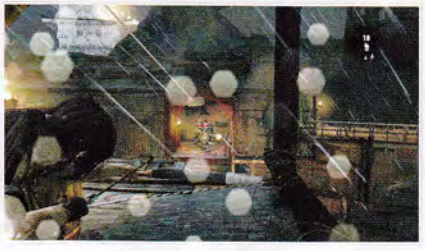


Quickly run up to the waist-high metal barrier on the left and spot the balcony to the right. Take out the archer there before he fires on you.



Dodge the gunfire as you move up to the metal building ahead with the wooden rungs. Climb up to the platform above **(11)** and look to the right. Take out the two archers before sliding down the zip line to their location.



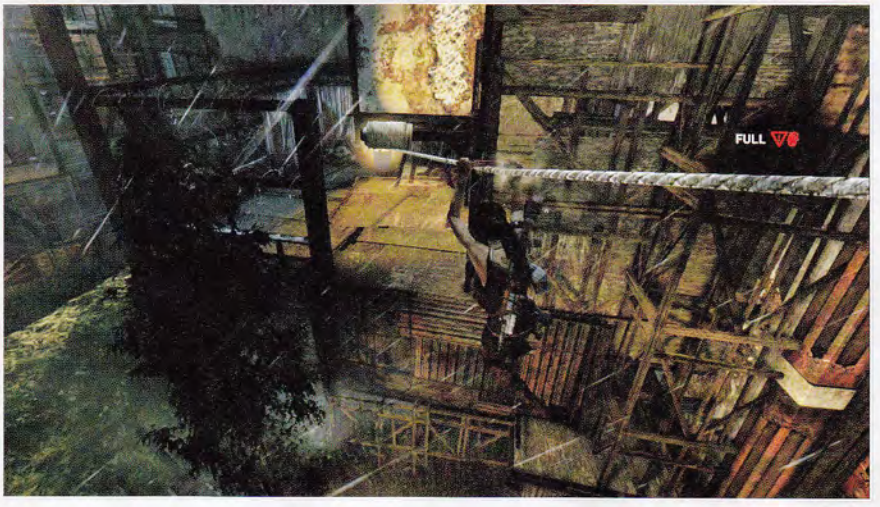


Move up to the wall on the left and wait for a break in the gunfire. Quickly aim above the turret **(12)** and launch a grenade to destroy it. Take the nearby zip line down to the ground to find Sam again.

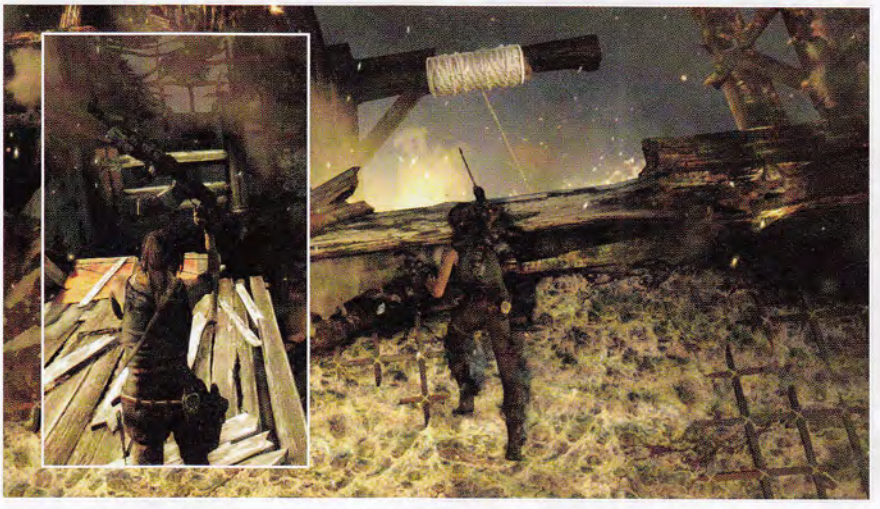


ESCAPE THE SOLARII COMPOUND

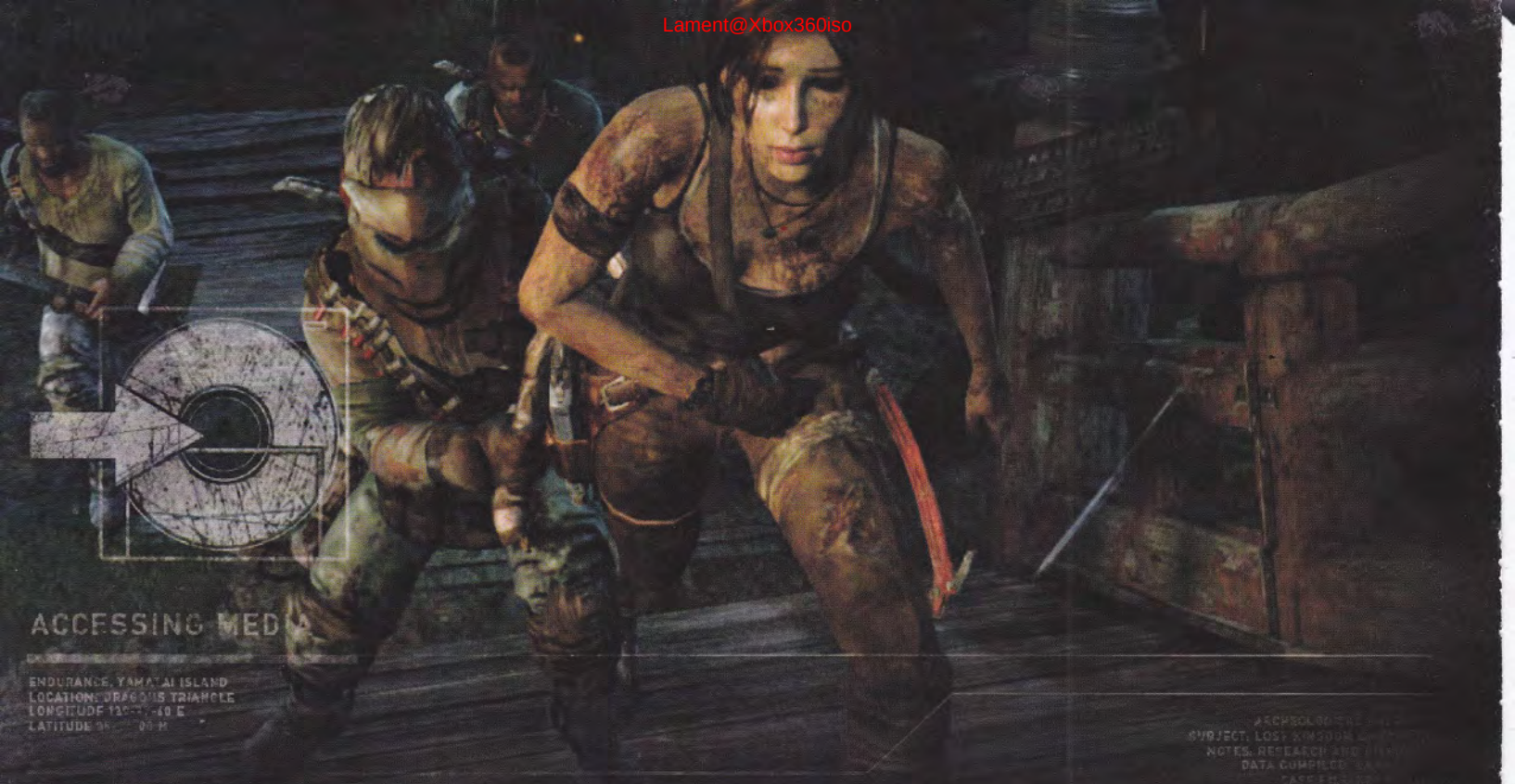
Climb up the platforms ahead to find another zip line. Take it back the other way and climb the craggy wall to enter the **Fortress Tower**.



Immediately, head for the opposite side of the room as a Sapper lobs Molotov cocktails your way. Climb the platform and hop over to the wood beams on the right. Follow the craggy wall to the exit where you can exact your revenge against this lone enemy.



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GET TO THE CHOPPER

MAIN OBJECTIVE:

- Find a Way on Board the Rescue Helicopter

OBJECTIVES:

- Cross the Bridges
- Climb the Tower





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Camps 0 | Documents 0 | Relics 0 | Challenges 0 | GPS Caches 0 | Treasure Maps 0

CHALLENGES:
- None

ENEMIES & PREY:
- Solarii Sapper
- Solarii Rifle

CROSS THE BRIDGES

Hop onto the zip line **(1)** and sail down to the bridge below. Run across the bridge until an explosion knocks Lara to the other end. A Solarii grabs you, so wiggle the Left Analog Stick and finish him off with a well-timed press of the Melee Button.





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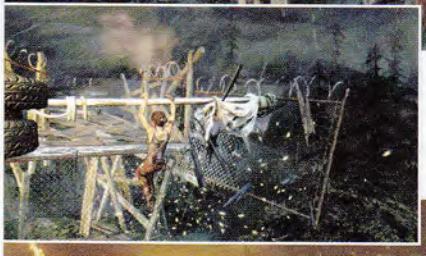
CLIMB THE TOWER

Run straight ahead and jump across the pieces of bridge **(2)** as they fall. Be sure to run to the end of each one in order to make the jump to the next. Lara tumbles into a tower with a view of the helicopter. An attempt to warn the crew not to get on board fails to reach anyone.

Scramble up the wall ahead and run around the outside of the burning floor to the staircase. Jump across the gap to crash through the wall and end up on an outdoor walkway.







Run along the path and jump over to the pole **(3)** to swing around the corner. At the end of the walkway, hop over to the craggy wall and climb up to the opening, where Lara crashes back inside.

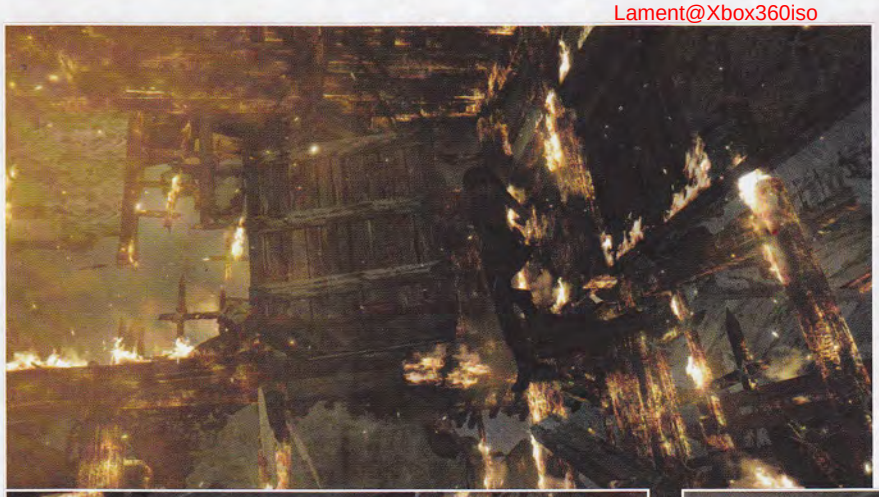


GRAB ON

To fully grab on to the next ledge, be sure to press the Action Button whenever prompted.



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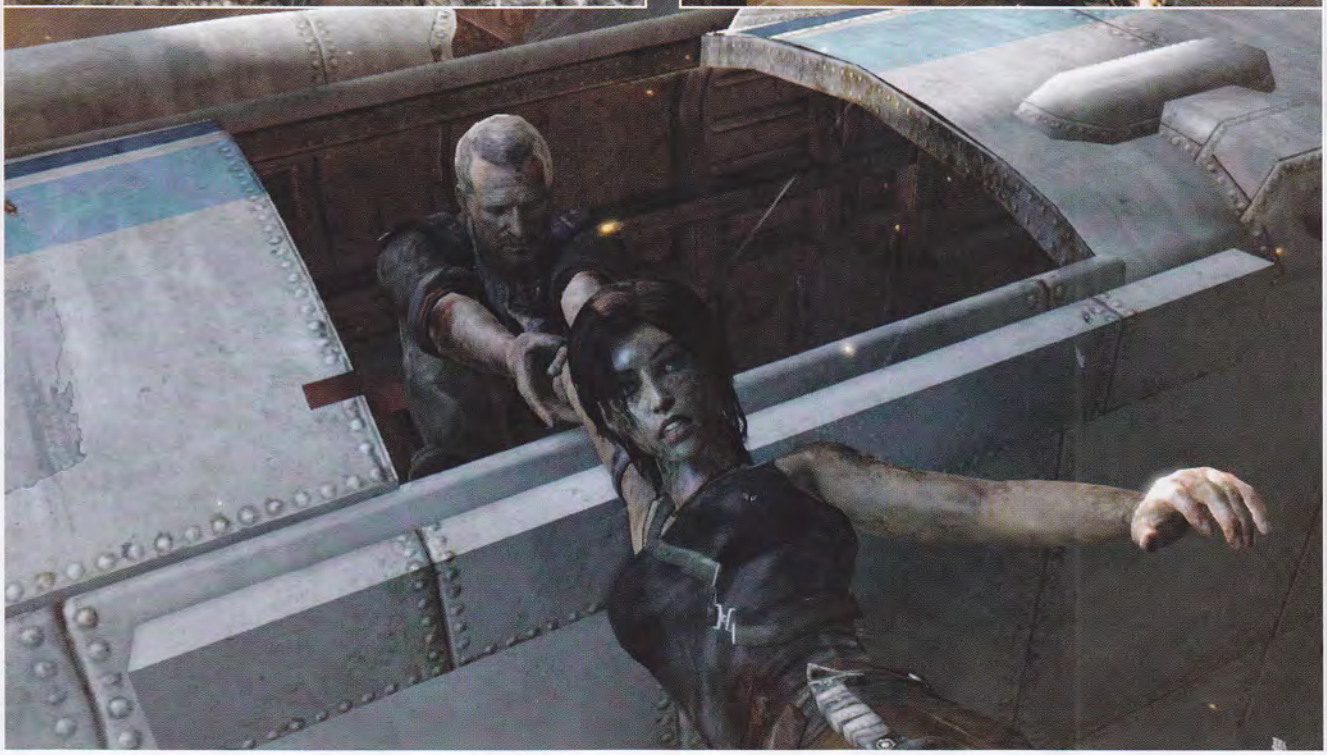
Jump to the staircase ahead and carefully walk along the railing to the left. Climb up the hanging crate and hop over to the ledge to end up back outside on the overhang.

Turn around and climb up the side of the tower, jumping over to the beam and then the craggy wall when you run out of room. Continue up the wall to reach the roof, where Lara finds the helicopter. After crashing through the roof to a walkway below, run toward the chopper and jump at the end of the path. Roth grabs Lara and pulls her in.









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ACCESSING MEDIA

ENDURANCE, YAMATAI ISLAND
LOCATION: DRAGON'S TRIANGLE
LONGITUDE 136°42'40 E
LATITUDE

SUBJECT: LOST
NOTES: RESEARCH
DATA COMPILED

SOME TIME ALONE

MAIN OBJECTIVE:

- Regroup with the Other Survivors

OBJECTIVE:

- Find a Way Out of the Forest





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Camps 3 | Documents 2 | Relics 3 | Challenges 9 | GPS Caches 5 | Treasure Maps 1

CHALLENGES:

- Red Cap Roundup (Collect 10 Mushrooms)

ENEMIES & PREY:

- Birds
- Deer
- Rabbits
- Wolves
- Solarii Rifles

FIND A WAY OUT OF THE FOREST

The rest of the crew heads down to the beach to fix up an old PT boat as Lara stays behind **(1)**. Lying on a nearby rock is the first **Document**, a letter from Roth. Just ahead is the **Summit Marsh Camp**. Rest there before venturing into the **Summit Forest**.





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Run down the steps to the big rock on the right and search behind it to find the first **Mushroom**. This starts the **Red Cap Roundup**. Just ahead, inside a log, is the first **Relic**, a Chao Dynasty Dagger.





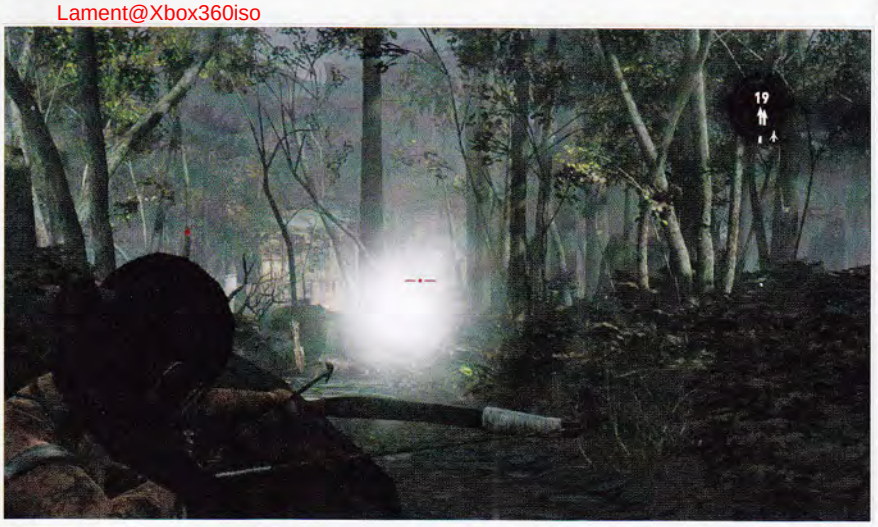
Run around the downed chopper to the right and search behind a tree for the second **Mushroom**. Next to the trees to the north is the first **GPS Cache**.





Take the path to the east to find the third **Mushroom** that sits to the left and continue on to reach the main forest, where Mathias' men search for the outsiders **(2)**. Their flashlights make them easy to spot. When the three separate, take out the closest with a shot to the head.





Quietly move along the path to find the second foe with his back turned at the bridge. The fourth **Mushroom** sits next to a stump just to the west. Next, venture south into the forest and look for the toppled tree. Walk along it to the south and jump over to a craggy part of the cliff. Climb up to the ledge **(3)**.





Turn north and jump over to the tree stand. Hop onto the rope bridge and take it east to another stand where the second **Relic** sits, a Jade Ceremonial Dagger. Return to the fallen tree and search to the northeast, near the water, to find the fifth **Mushroom**.



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Head south, quietly taking down the two men who are searching for Lara. Climb onto the rock plateau in the middle of the area and run toward the cliff. Jump onto the small ledge ahead to find the sixth **Mushroom.** Search next to the water and southern cliffs for the seventh **Mushroom** before looking for a rope coil wrapped around a structure support to the west **(4)**.





BE STEALTHY

Throughout this forest, try to stick with using your bow and performing stealth kills. You do not want to attract more attention than necessary. You can sneak up behind most of the men, but taking them down from distance with an arrow to the head is just as effective.



Use a Rope Arrow to pull it down and scramble up inside. Turn around and jump over to the ledge to find the second **GPS Cache**. Return to the previous structure and exit out the other door, using the pole to reach the tree stand ahead. Fire a Rope Arrow at the rope coil to the left and jump on.





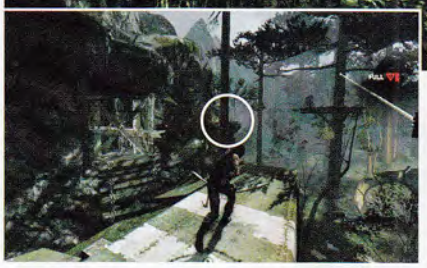




Drop off to the lower rope and use that one to reach another tree stand to the east. Now make a big jump south to reach another ledge with the third **GPS Cache**. Drop into the water to the east to find the fourth **GPS Cache.**

Move out of the water to the east—keeping an eye out for the search party. Cut through the narrow passage between the cliffs **(5)** to find the eighth **Mushroom.** Head northeast and take out the guy who patrols the path above. Turn around and jump over to the wooden platform.





Walk out onto the wing and jump over to the zip line. Take it over to another tree stand and then jump to a ledge to the south to find the third **Relic,** a Japanese Ceremonial Dagger. Rotate it around to learn more about the dagger.

Move north alongside the water, silently taking out the rest of the search party as you go. When you reach the **Hunting Lodge Base Camp,** search inside the cabin to find the second **Document**, a speech from the General. Once you've cleared the enemies out of the area, use the Camp to rest and upgrade. Grab the ninth **Mushroom** that sits at the northeast corner of the bridge before moving on.





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STORMGUARD SANCTUM

Enter the cave to the north **(6)** and follow the passage back to find the extremely dark **Stormguard Sanctum Challenge Tomb** and **Camp**.



Two torches hang from above and a pile of debris blocks your way up to the next level. Use Fire Arrows on the torches to light the room. Next, use a Fire Arrow on the natural gas behind the debris to clear the way.



THE GAS WILL KILL YOU

Be careful around the natural gas. Just pulling out a Fire Arrow or having a lit torch ignites it and kills Lara. From a distance, you can clear the gas out with a Fire Arrow, but it comes back. Therefore, either be quick or go without fire altogether.

Before scrambling up the wall, look up to the left to spot another hanging torch. Light it with a Fire Arrow and then head up to the next floor. Scramble up to the wood walkway on the left.

Two more torches hang ahead—one nearby and the other above the higher ledge. Light them and then shoot another Fire Arrow at the pile of debris located below the far torch. This allows you to reach the reward. Carefully make your way out to the end of the board and leap to the craggy wall ahead, being sure to use the Climbing Axe to grab on.







Climb on up to the next ledge and grab your reward which includes XP, Salvage, and GPS Cache locations! Watch out for the natural gas as you return to the ground level and exit the cave.





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Go to the shack **(7)** east of the lodge and use a Rope Arrow to break in and find a big Salvage crate. Head east and run up the steps. Grab the final **Mushroom** that sits on the right side of the path before crossing the bridge and using a Rope Arrow to bust into the door ahead.







Enter the passage and continue back to a bunch of caged wolves and a deer hanging from a rope **(8)**. Climb the ladder to get on top of the scaffolding and face the deer.

EASY EXPERIENCE

If you find it cruel, killing the caged wolves here isn't necessary, but it does provide some easy XP.

Fire a charged Rope Arrow at the coil of rope and let Lara pull it to cause the pole to rotate. Once the pole is lined up in front of Lara, quickly jump over and use the climbing axe to attach to the wall. Climb on up to the ledge. Collect the final **GPS Cache** and Salvage in the next room before sliding out the other side.







Lara grabs on to the cliff before plummeting off the side **(9)**. Climb up and follow the edge to the right. When the path splits, take the right passage to return to Shantytown.

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THE FAST WAY DOWN

MAIN OBJECTIVE:

- Rendezvous with Other Survivors at the Beach

OBJECTIVES:

- Find a Way Down to the Beach
- Travel to the Survivors' Camp







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Camps 0 | Documents 0 | Relics 0 | Challenges 0 | GPS Caches 0 | Treasure Maps 0

CHALLENGES:

- None

ENEMIES & PREY:

- Solarii Archers
- Solarii Rifles
- Solarii Sappers

FIND A WAY DOWN TO THE BEACH

Ride the two zip lines down to return to Shantytown. If you still have business there, take the right line down. Otherwise, hop onto the rope on the west side of the platform and climb over to the gondola platform. As one of the gondolas moves by the platform **(1)**, jump on board and ride it down. On the way, Lara lets Sam in on her plans.





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TRAVEL TO THE SURVIVORS' CAMP

When you come to a stop, fire a Rope Arrow at the rope coil on the side of the tower ahead and slide down. Find the ladder on the other side and climb up to the next level. Sail down another zip line **(2)** to reach a ship that mysteriously hangs from the cable ahead.



Enemies use zip lines to board the ship from the left and right. Pull out your automatic rifle and take them out as they join the battle. Knock them off the lines for the quickest kill and use the three explosive barrels on the ship to decrease their numbers.





USE YOUR FINISHING MOVES

Do not be afraid to exit cover to finish the enemies off by stunning them and then performing a finishing move.

Eventually, they start bombarding the ship with explosives, tearing it to pieces. Run to the other end of the ship, turn around, and take cover behind the short wall. More foes drop in at the back, so take them down as they do. Roll between the two protective barriers as the Solarii toss Molotov cocktails your way. When there is only one or two left, charge them with your shotgun.





Another foe jumps on a turret and starts shooting the cables that hold the ship up. Lara manages to grab ahold of the railing as the others go overboard. Climb up the deck and wait for the yellow rungs to be revealed—giving you somewhere to jump to.





Continue up until Lara climbs through the hole. Immediately run south along what was the interior of the ship as bullets fly by. Jump over to the yellow metal bars as the ship really starts to go.

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Lara crashes down to another platform and then onto a zip line **(3)**. When time slows down, press the Dodge Button to drop to the lower line. The next time it slows down, immediately dismount to the next rope.



Drop onto the wood platform and Lara continues to slide downhill. Use the shotgun to blast through the barricade and jump over to another zip line. Drop to the next rope and then into the water below **(4)**. Blast through another barrier, clearing the way over a short waterfall.





Camps 1 | Documents 2 | Relics 0 | Challenges 6 | GPS Caches 5 | Treasure Maps 0

CHALLENGES:

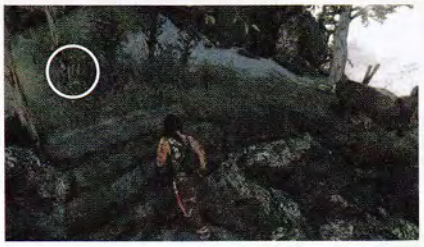
- Cairn Raider (Find 5 Cairns)
- Mine Sweeper (Destroy 10 Mines)

ENEMIES & PREY:

- Boars
- Crabs
- Seagulls
- Solarii Archers

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Exit the water, squeeze between the rocks, and jump across the busted bridge to find **Shipwreck Beach**. Immediately look to the left to start your beach collecting with the first **GPS Cache**.



Follow the sandy path to the right and drop into the water **(1)**. Move the float next to the rock formation on the left; either use a Rope Arrow or simply shove it. Jump onto the float and then onto the craggy section of the rock formation. Climb on top of the plateau to find the first **Cairn**. Dismantling it starts the first Challenge, **Cairn Raider**.



Return to the sandy path and hop onto the narrow rock ledge **(2)** ahead. Follow it around to the left and up until you find the second **Cairn.** Drop off to the east where a **Mine** sits on the left against the cliff. Destroy it with a ranged weapon to start the second Challenge, **Mine Sweeper**, and collect the second GPS cache. The sounds of the PT boat's engine trying to start can be heard in the distance, but continue exploring before lending Lara's help.

Return to the sandy path and hop onto the narrow rock ledge **(2)** ahead. Follow it around to the left and up until you find the second **Cairn.** Drop off to the east where a **Mine** sits on the left against the cliff. Destroy it with a ranged weapon to start the second Challenge, **Mine Sweeper**, and collect the second GPS cache. The sounds of the PT boat's engine trying to start can be heard in the distance, but continue exploring before lending Lara's help.



Just to the west is the first Challenge Tomb, but you need a special piece of gear to get inside. Leave it for now; you can raid it at a later time. Find the truck **(3)** to the northwest and climb onto the rock plateau just beyond it to find the third **Cairn**.



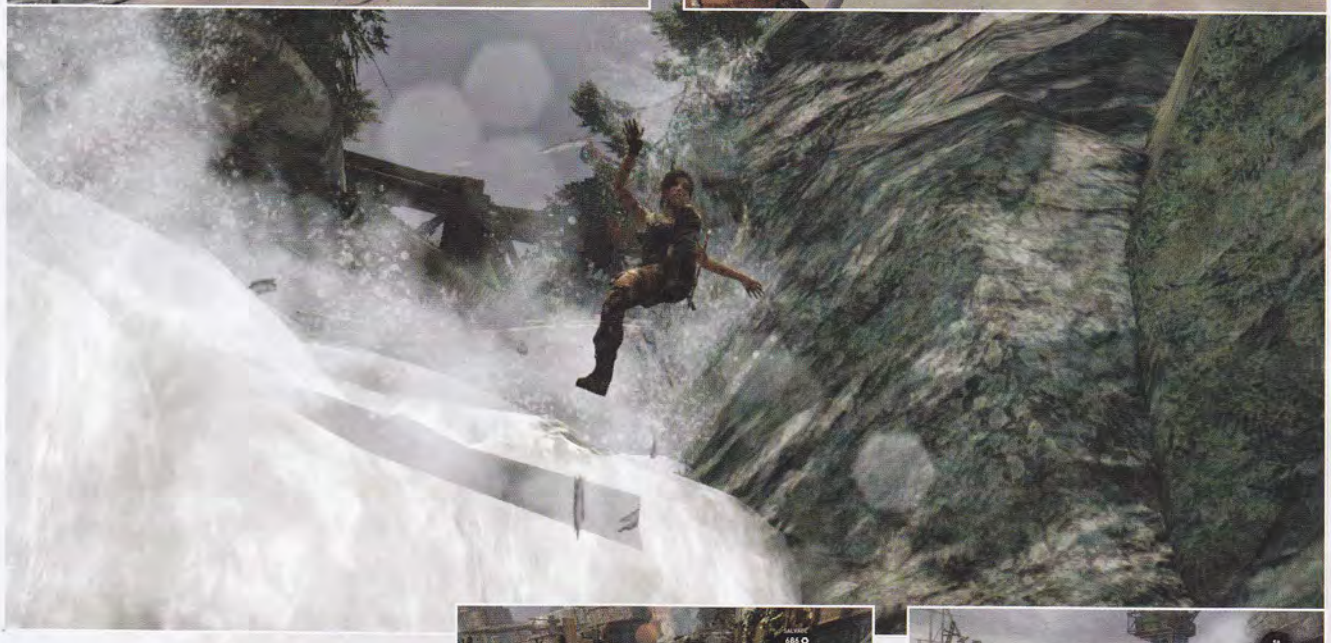


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Move south to the water and search under the destroyed pier on the right to find the third **GPS Cache.** Look further down the beach to spot the second **Mine.**







Continue west along the waterline **(4)** to find the fourth **GPS Cache** lying next to an anchor. Destroy the third **Mine** floating in the water to the south. Return along the path that you came and then turn left to find the **Survivor's Base Camp.**





BE CAREFUL AT THE WATER'S EDGE

Except for the shallow water just south of the beach, dropping into the water causes Lara to hit her head and drown.

Enter the building to the west and search the desk on the right to find the first **Document,** another letter from Reyes. Scramble onto the roof of the structure to find the fifth **GPS Cache.**







Use the Axe to enter the building to the north to find the second **Document,** a letter from Jonah. It lies on a table to the left. Now that you've grabbed all the collectibles, you are ready to meet up with the crew at the PT boat **(5).**

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A PIRATE'S LIFE

MAIN OBJECTIVE:

- Recover Block and Tackle from the Galleon

OBJECTIVES:

- Reach the Galleon
- Collect the Block and Tackle
- Return to Jonah with the Block and Tackle





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Camps	1	Documents	2	Relics	0	Challenges	6	GPS Caches	5	Treasure Maps	0

CHALLENGES:
- Mine Sweeper, cont. (Destroy 10 Mines)

ENEMIES & PREY:
- Boars
- Crabs
- Seagulls
- Solarii Archers

REACH THE GALLEON

CONDITION: DAYLIGHT

After an attempt to get the hoist working, the crew decides that they need to fabricate a block and tackle. Once again, this is a job for Lara.



CHATTERBOX

Complete conversations with Sam, Jonah, and Reyes before heading out to the galleon to work towards this reward.



Head south along the broken down pier and climb the ladder **(6)** to the top of the crane. Hop up to the zip line to sail down to another wooden platform. Swing on the pole ahead and attach to the craggy wall with your Climbing Axe.

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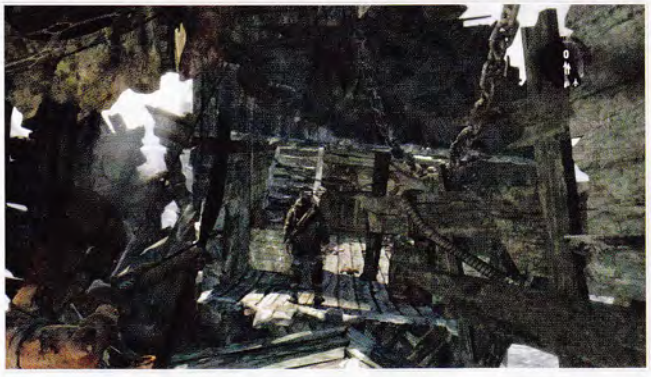


At the top of the climbing surface **(7)**, jump into the small hole on the right that takes you inside the Portuguese vessel.

COLLECT THE BLOCK AND TACKLE

You hear Solarii followers when Lara drops inside. Take out the guy with his back turned with an arrow to the head and do the same to his buddy who descends the steps. Jump over to their location and head up the steps. Scramble up to the white board and shimmy around to the right. Follow the boards to the right and up to the bow of the ship.

Just ahead, an anchor hangs from the front mast using a block and tackle **(8)**. Fire an arrow at the object that holds the block and tackle to the anchor, causing them to separate and fall. The mast crashes down, giving Lara another way down.





RETURN TO JONAH WITH THE BLOCK AND TACKLE

Walk forward to pick up the block and tackle and carefully walk along the mast to reach the lower deck. Two more Solarii converse ahead. Take cover behind the railing on the left and wait for one of them to get close enough for you to take him out with a melee attack. A Solarii Archer joins the fight; pull out your rifle and mow them down!

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Look inside the cabin behind you to grab the first **Relic**, a Brown Jade Ink Box. Spin it around to learn more about it. Continue ahead, over the gap in the ship and on to the rear mast. Walk up the short ramp **(9)**, but before grabbing hold of the zip line, look down to the right to find the fourth **Mine** and then to the far left to find the fifth **Mine**. You must inch out to the very edge to see the left one.





Lara slides down the two lines into the shallow water **(10)**. Return to the Camp to give Jonah the equipment. He has a gift for Lara as well, a new bow.

NEW GEAR: COMPOUND BOW

This not only improves your bow and gives you upgrades, but it also allows you to shoot Rope Arrows into craggy surfaces. Now rope bridges can be created with rope coils and scalable rock faces. After crossing one of these bridges to the rock wall, press the Action Button to dismount the rope.



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GONE MISSING

MAIN OBJECTIVE:

- Find out What Has Happened to Alex

OBJECTIVES:

- Reach the Endurance Wreck
- Find Alex
- Recover Reyes' Tools
- Return to the Military Bunker
- Return to the Survivor Camp on the Beach







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Camps 1 | Documents 1 | Relics 5 | Challenges 7 | GPS Caches 7 | Treasure Maps 1

CHALLENGES:

- Cairn Raider, cont. (Find 5 Cairns)
- Mine Sweeper, cont. (Destroy 10 Mines)

ENEMIES & PREY:

- Boars
- Crabs
- Seagulls
- Solarii Archers

REACH THE ENDURANCE WRECK

CONDITION: DAMAGED

Alex has been gone for a while, getting the tools from the Endurance. Lara sets out to find him and help recover the tools.

CHATTERBOX

Speak to Jonah, Sam, and Whitman at the Camp, and Reyes back at the boat to continue working toward this reward.

After speaking to the crew, run to the end of the eastern pier and look left to spot a craggy wall **(11)**.



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Create a rope bridge and cross to the plateau. Scramble up to the metal beam and carefully move to the right end. Jump over to the next platform and then scramble up to another. Jump straight over to the ledge to find the sixth **GPS Cache**.





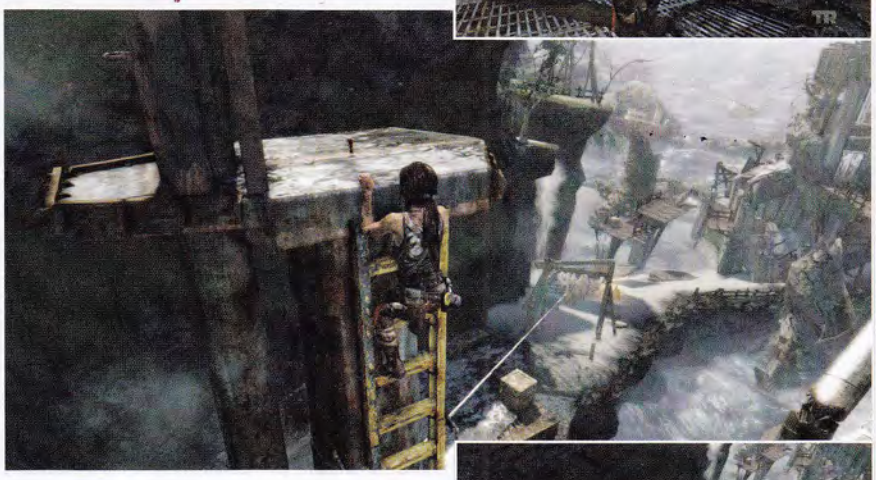
Jump over to the ship **(12)** and grab the Salvage out of the big crate just ahead. Look down in the water to the right to find the sixth **Mine**. Drop to the lower deck and search inside the room to the east to find the second **Relic**, a Stuffed Bunny. Rotate it around to the bottom to find out more information.





Drop down to the next deck down to find the third **Relic**, a Stained Jade Head Rest. It lies on a table just to the east. Climb your way back up to the main deck by jumping from the metal beam to the second deck and then scrambling up the wall.





Find a ladder to the west and climb to the metal platform. Jump straight up and scramble to another ladder. Continue on up to the higher platform to find the seventh **GPS Cache**. Jump off to the south to land on a zip line and slide back to dry land.





Move down the path until two Solarii soldiers appear on the platforms ahead. Use your bow to take out the far one with a headshot and then take down the nearest enemy. Follow the narrow path **(13)** just to the right of the tower to find the fourth **Cairn.** From there, look in the water directly north to find the seventh **Mine.**



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Move east into the water and destroy the eighth **Mine** that rests in the sand. Look left to find a little cave **(14)**. Enter to find some ammo and the eighth **GPS Cache**. Run straight out from the cave to a partial pier and use the rock to jump onto the post. Hop onto the platform to get the ninth **GPS Cache.**







Follow the narrow path **(15)** to the east and into the ship wreckage. Turn left through the opening and follow the sand back to find the tenth **GPS Cache.** Just ahead is the ninth **Mine,** half buried in the sand.



NINTH GPS CACHE

If you are having trouble getting this GPS Cache, there is a buoy on the ledge above that you can shove off the waterfall. This allows you to reach the pier with a little more ease. You will get up there shortly.



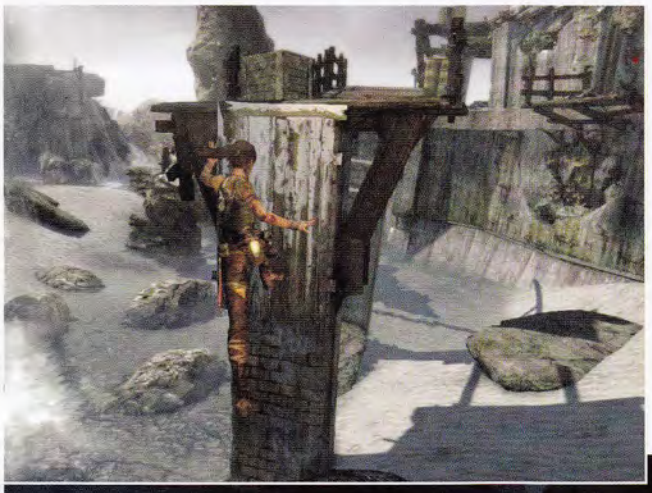
CRAB CAKES

Kill FeeFee the crab to get this Achievement / Trophy. You will see many crabs roaming around the beach near the water, but there is only one FeeFee. Hunt the crabs in the previous narrow path to find him.



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Return to where you took out the two foes and look for the small ramp. Use it to jump over to the stone pillar. Scramble up to the wooden walkway and follow it to the barrel. Walk carefully out onto the beam and hop over to the stone structure.



Jump ahead to the wooden rungs and climb up to the path **(16)**. Look down to the left to find the tenth **Mine** floating in the bay. Destroy it to complete the Mine Sweeper Challenge and then follow the walkway around to the right. Hop over to the board that sticks out and climb up to the room below the top to find the fourth **Relic,** a toy train behind a shotgun barrier. Continue to the top and slide down the zip line to the cliff.







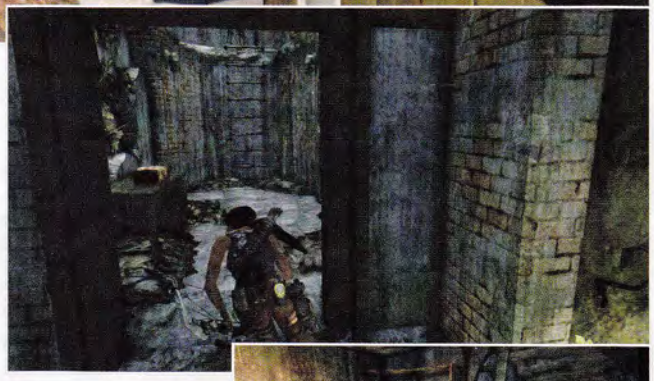


Take cover behind the concrete block and eliminate the left enemy with a headshot. The right foe has head protection, so it takes more to take him down. Pull out your automatic rifle and hit him with a couple of grenades.



Jump to a ledge on the left **(17)** and grab the eleventh **GPS Cache**. Jump southeast to the rocks and wade through the water to reach the twelfth **GPS Cache**. Watch out as two guys attack from the right path. If you wish to use the buoy to get the GPS Cache below, shove it off the side of the cliff.

Return to the plateau where you took out the previous two men and jump over to their ledge. Use the Axe to bust into the bunker ahead **(18)**. The fifth **Relic**, a Shaped Jade Head Rest, sits on a desk just inside.





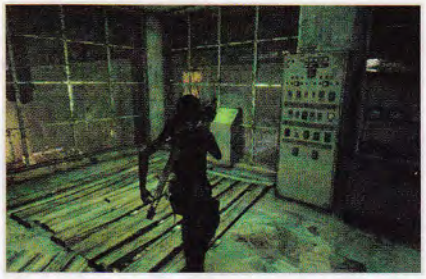
Climb the ladder and grab the Salvage from the locker to the left. Now head the other way and jump over to the craggy wall. Follow the narrow passage up a couple of ledges and into an upper room of the bunker. The sixth **Relic**, a Worn Wallet, sits inside. Rotate it to the bottom for extra information and XP.

Watch your head as you squeeze through a dark and narrow passage. Just ahead you find **The Flooded Vault Challenge Tomb** and **Camp**.

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THE FLOODED VAULT

Run up the nearby steps and press the button on the small console. This turns on the power, so you can now return below and press another switch to open the door. Up ahead in the electrified water sits a raft with rope coils on each side.





Move over to it and set the cloth-wrapped pole on fire to free it up. Run into the room on the right and blast the barrier with your shotgun. Use a Rope Arrow to pull it your way. Hop onto the raft and then over to the balcony to the east.

Fire a Rope Arrow at the rope coil above to de-electrify the water. This gives you just enough time to cross over to the next steps. From that side, use a Rope Arrow to pull the raft your way. Immediately fire another Rope Arrow at the rope coil above. If the timing is right, the raft catches the electric object—making the water totally safe for entry. You may need to fire a quick Rope Arrow at the raft just after raising the electric object to get it underneath.





Jump into the water and walk all the way around to the stairs in the northern corner. Climb up to the office above. Your reward is found in a chest to the left. It includes XP, Salvage, and GPS Cache locations.





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Use the zip line to reach the ground floor and make your way back out of the bunker. Turn to the left and cross the bridge. At the edge, turn right and swing across the pole to find the fifth **Cairn** at the next corner. This completes the Cairn Raider Challenge. Return to where you turned right.





Jump onto the mast and take it out to the platform. Fire a Rope Arrow into the craggy surface **(19)** to the southeast and zip down the line. Grab the third **Document**, a letter from Hoshi that sits on the desk ahead. Continue on into the **Cliffside Bunker**.



Camps	2	Documents	4	Relics	3	Challenges	4	GPS Caches	5	Treasure Maps	1

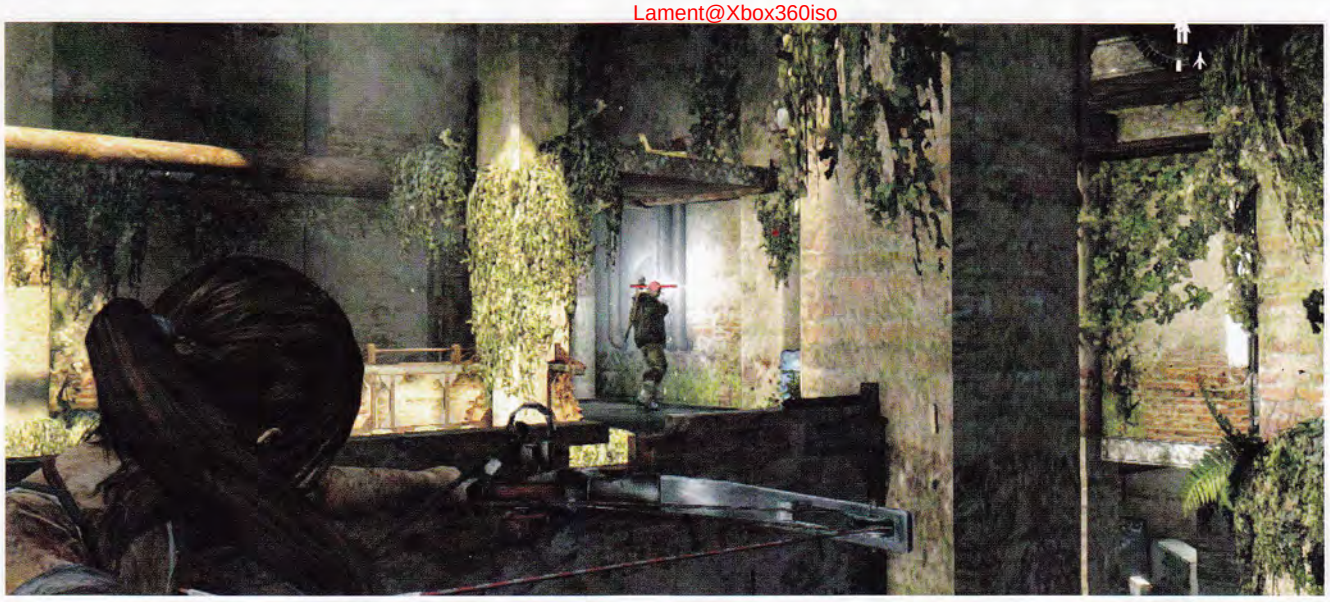
CHALLENGES:

- Previous Inhabitants (Burn 4 Flags)

ENEMIES & PREY:

- Solarii Archers
- Solarii Rifles
- Solarii Sappers
- Solarii Guardsman
- Solarii Tank

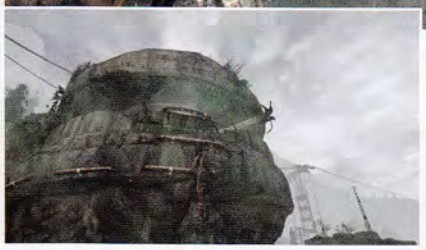
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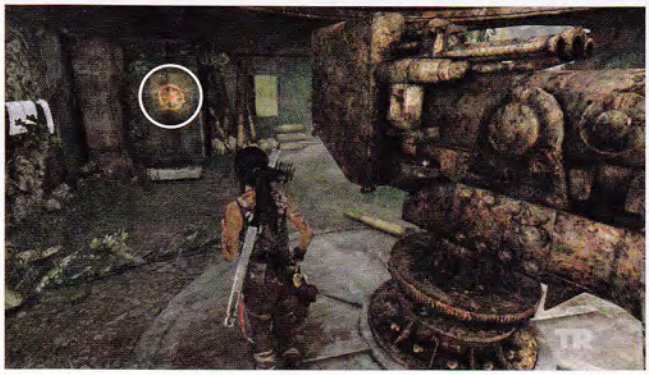
The **Bunker Vista Camp** is found just beyond the tunnel, along with the first **GPS Cache** which lies in the weeds on the left. Rest at the Camp and then fire a Rope Arrow at the craggy wall to the east **(1)**. From there, jump over to the pipes on the side of the wall and shimmy around to another scalable surface.



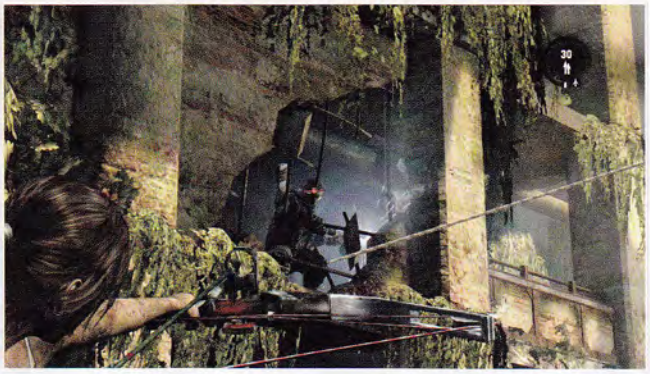




Climb to the right and then jump to a pipe mounted to the outside of another bunker. Follow the pipes to the right and up to get inside. Burn the **Flag** on the wall ahead to begin the **Previous Inhabitants Challenge**.

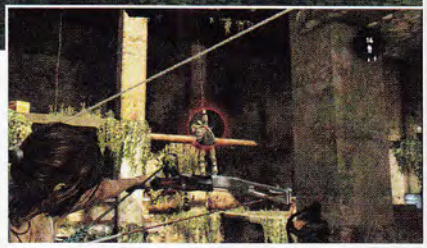


Slip through the crack in the wall **(2)** and follow the passage to a big room. Silently take down the enemy who patrols just inside. Pull out your bow and take out the welder to the left on the second floor.



Scramble up the wall on the right and stealth attack the worker there. Take out another welder in the opposite corner with an arrow to the head. Just ahead on the first floor is a worker with his back turned. Eliminate him with a headshot.

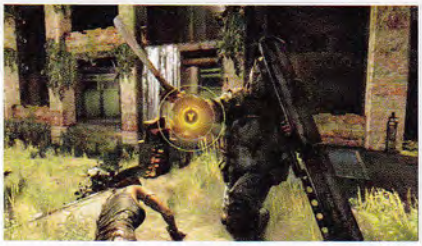


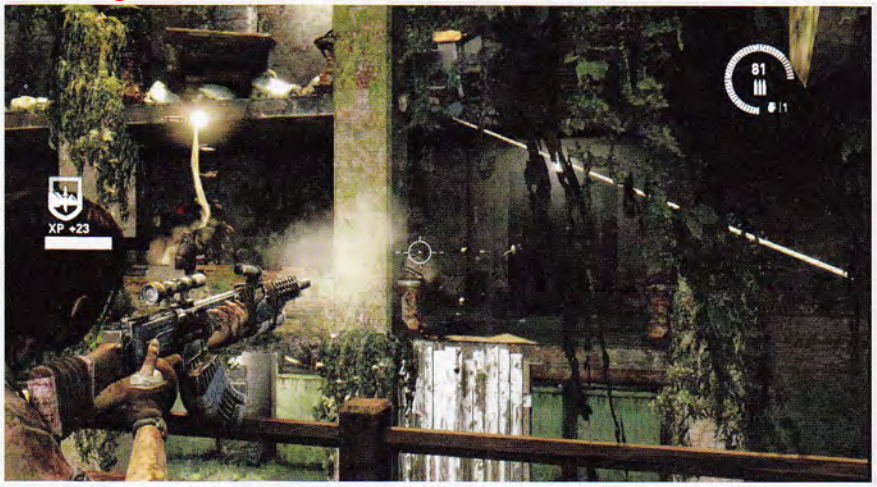


By this point they should have the generator off the ground. Back up to the wall and shoot the pulley to cause an explosion. More enemies drop in from above, so try to take them down as they arrive.

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Return to where you entered the room and duck behind the pile of pipes. If you get the opportunity, Dodge and Counter the melee Solarii soldiers, including the Guardsman that shows up. Launch grenades at the enemies who hide behind cover until you've eliminated them all.





Grab the second **GPS Cache** that lies on the ground just to the left of where you entered the room. Sitting on a desk in the back of the room is the first **Document**, a letter from a scientist.



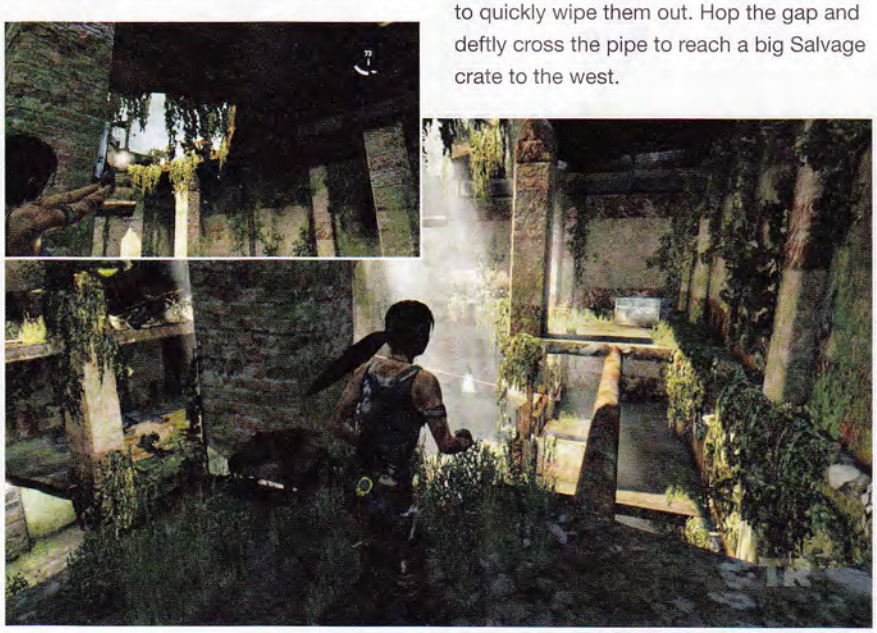


Grab all of the ammo that you can before entering the hallway to the north. Carefully approach the next corner, turn left, and quickly shoot the red barrel that the enemy rolls down the steps. More enemies show up behind them, so launch a couple of grenades up there to thin them out.



Finish them off and then head out to the balcony on the left. More foes have shown up on the balconies ahead and to the left. Use the short wall as cover as you take them down. Try to shoot the explosives as they throw them to avoid taking unnecessary damage.

Jump over to the corner balcony, turn right, and swing on the pole to reach the ladder. Climb up to the next floor as more enemies fire from the roof ahead. Hit the explosive barrel to quickly wipe them out. Hop the gap and deftly cross the pipe to reach a big Salvage crate to the west.



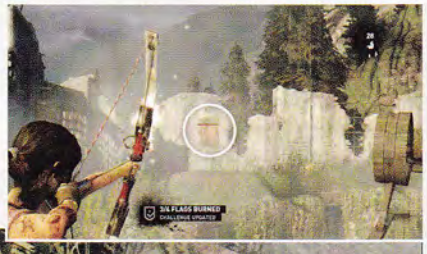
Run around to the south side and shoot a Fire Arrow at the second **Flag** that hangs on the south wall. Use the ramp to jump onto the hanging platform. Shimmy around to the right and climb on. Jump up to the top floor **(3)** and look to the left, up on the tower. Hanging on the side is the third **Flag**.

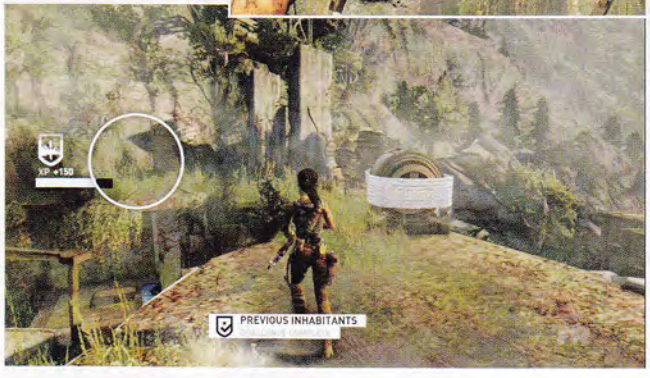


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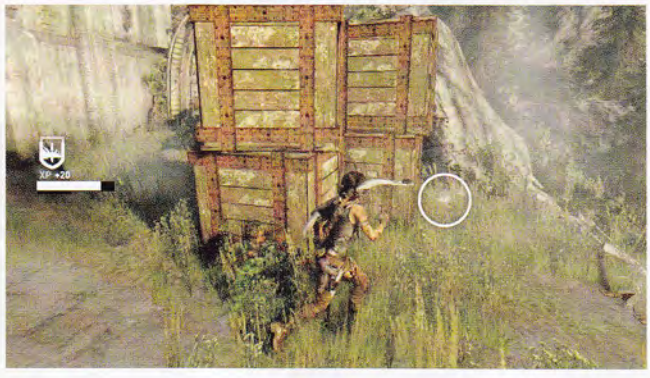
Turn around and shoot a Fire Arrow at the fourth **Flag** that hangs near the west corner to complete the Challenge. The third **GPS Cache** sits on the eastern side of the roof. Once you've got it, drop off to find the **Endurance Overlook Base Camp**.



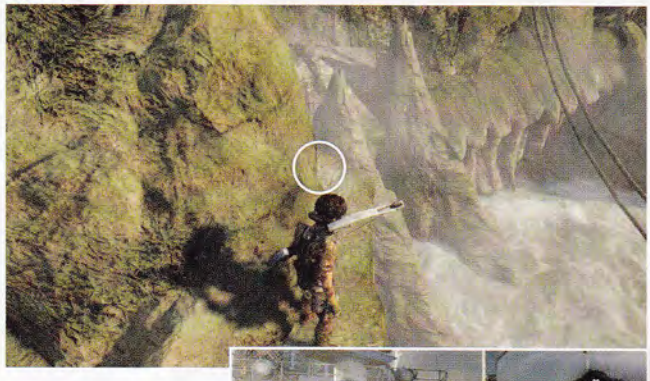


Grab the second **Document** that sits next to the Camp. It is a letter from Alex. Search behind the crates to find the fourth **GPS Cache.** Enter the garage to the northwest to find the first **Relic**, a Japanese Two Sen Coin, lying on the ground in the back. Turn the coin around to learn more.





Move to the southern edge of the cliff and fire a Rope Arrow into the craggy wall. Zip down to the plateau **(4)** and carefully walk around the big rock on the left to find the fifth **GPS Cache**. Jump onto the next zip line and sail down to the Endurance.





A Solarii Tank, along with two smaller workers, attempts to pull some cargo onto the deck **(5)**. Drop down and take cover behind the crate. When the big guy decides to do it himself, take out the other two with arrow headshots.

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Pull out your shotgun as the tank turns his attention your way. When he rears back and swings at Lara, dodge to the side and press the Melee Button when the icon appears to stab an arrow in his leg. Quickly follow this up with a shotgun blast to the face. Watch out as one successful punch almost kills Lara.





After you successfully do this a few times, he doubles over and the Melee Button icon appears above his head. At this point, approach him and press the button to start your finishing move. Two more well-timed presses of the button completely take care of him. He drops the Rope Ascender, which allows you to move heavier and reinforced objects.



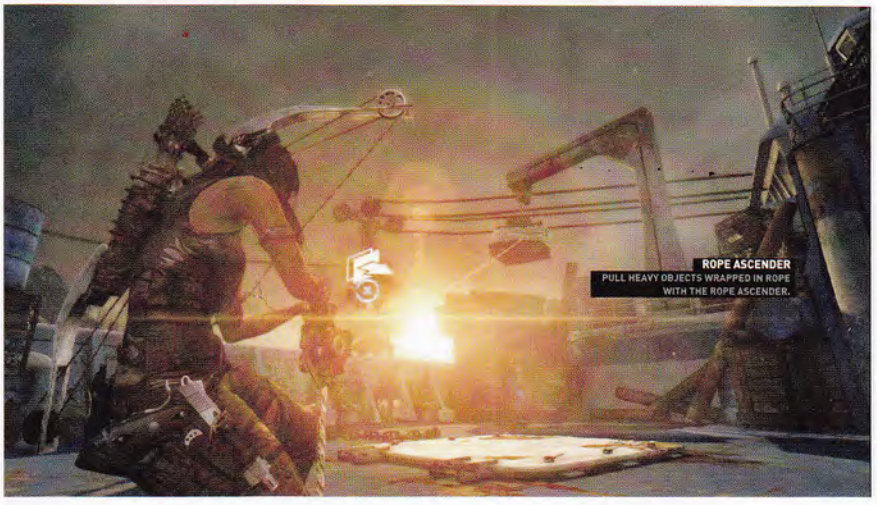
NEW GEAR: ROPE ASCENDER

Heavy or reinforced objects require additional force to move. They are still represented with the rope coil, but before you were unable to make them budge. After firing a Rope Arrow at one of these objects, hold the Action Button to use the rope ascender. This gear also allows you to ascend rope bridges much more quickly by holding down the Action Button.



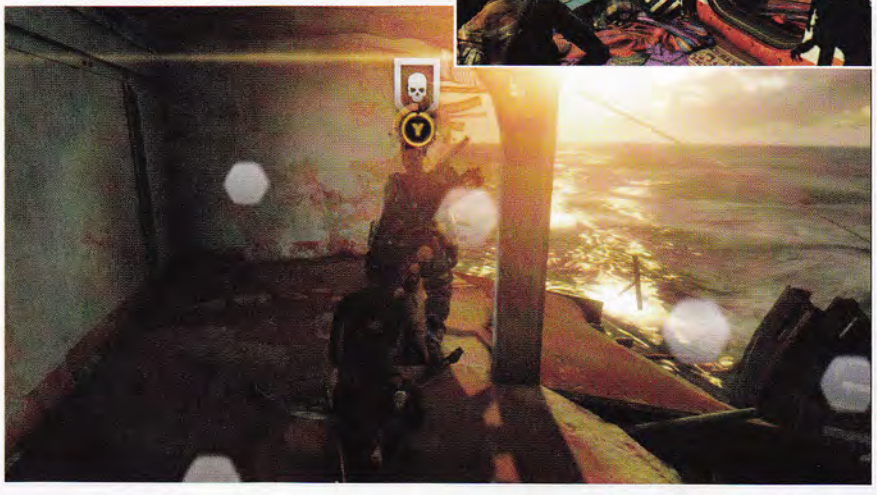
FIND ALEX

Shoot a Rope Arrow at the cargo that is wrapped in rope and use the Rope Ascender to bring it your way. It crashes through the main deck, giving you an entrance to the lower levels.



Drop into the hole and follow the hall until Lara enters her cabin. Grab the third **Document**, a letter from Sam, which lies in the middle of the floor. Quietly exit the hall and perform a stealth attack on the enemy outside.





Fire an arrow through the head of the guy standing at the other end of the zip line before sliding down to his location. Follow the hall around the corner and drop into the flooded deck below. This leads back to the cargo room which is also flooded **(6)**.



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Alex is in the next room, but the doorway is blocked by live wires. Lara believes that she can use the cargo hook to clear the way. Fire an arrow at the rope of the hook and use the Rope Ascender to pull it your way.

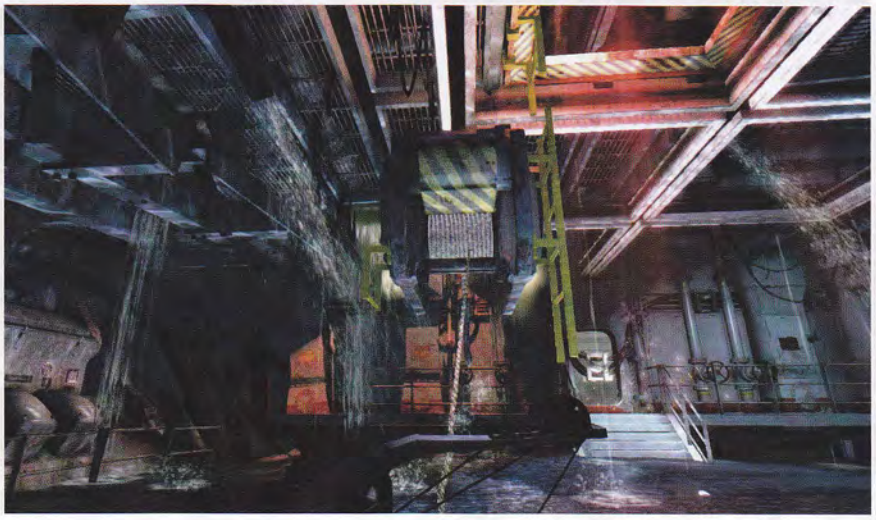
Jump onto the partial ladder to push it west. Drop down and move to the right. Use a Rope Arrow and the Rope Ascender to pull the hook north. Now hop up to the full ladder to push the equipment into place and climb up onto the drop ceiling.





Move to the right and press the Melee Button three times to dislodge the pipe. Now move the cargo hook back and jump on the partial ladder to return it to its original position. Now go to the steps and use the Rope Arrow to move the hook to the wire. Pull it the opposite way to remove the wire and allow Lara to get to Alex.





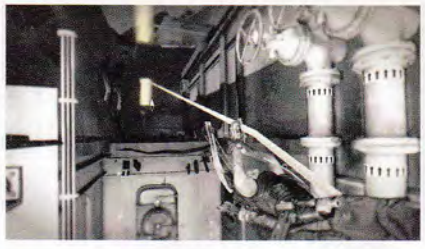
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RECOVER REYES' TOOLS

Once inside, you find both Alex and the tools, but circumstances soon force you to leave in a hurry.

RETURN TO THE MILITARY BUNKER

Run through the passage and jump onto the rope. Use the Rope Ascender to escape the explosion and end up on the upright section of the ship. Follow the hall back to the main deck and use the crates on the right to reach the zip line that you came in on. Use the Rope Ascender to make the trip back quicker than it otherwise would have been. Repeat this on the next zip line to get back to the bunker.





RETURN TO THE SURVIVOR CAMP ON THE BEACH





Use a Rope Arrow and Rope Ascender on the object on the roof **(7)**. Pull it off the roof, creating a hole for you to drop into. Lara picks up the fourth **Document**, a letter from a scientist.



Use the Axe on the door to return to the main room of the bunker. Drop down to the right and use a Rope Arrow to open the door on the right. Climb inside to find the second **Relic**, a 100 Mon Coin.







Drop down to the ground level and exit through the crack in the wall. When you reach the cannon, use a Rope Arrow with the Rope Ascender to bust through the wall on the right. Lying on the right is the third **Relic**, a Portuguese Tin Coin **(8)**. Look behind the rock to find the **Cliffside Bunker Treasure Map.** Fire a Rope Arrow into the craggy wall above the cave ahead and use it to get back to Shipwreck Beach.

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Camps 3 | Documents 1 | Relics 0 | Challenges 0 | GPS Caches 3 | Treasure Maps 1

CHALLENGES:

- Cairn Raider, cont. (Find 5 Cairns)
- Mine Sweeper, cont. (Destroy 10 Mines)

ENEMIES & PREY:

- Boars
- Crabs
- Seagulls
- Solarii Archers

After exiting the tunnel **(1)**, use a Rope Arrow to bust through the wall on the left. Jump on to the rope and use the Rope Ascender to reach the high cliff to the right.



Drop down and perform a stealth attack on the closest enemy. The two guys on the next ledge both wear hoods, so they take some firepower to eliminate. Once you clear them out, you can use **The Grotto Camp** before moving on.

Drop off the southeast side to a path below to find the thirteenth **GPS Cache**. Follow the path around and scramble up the wall to return to the plateau.

Use the zip lines to get back down to the beach **(2)**. Approach the Survivors' Camp to give Reyes her tools. Maybe now she can get that boat up and running.



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STORM CHASER

MAIN OBJECTIVE:

- Discover the Truth Behind the Island's Unnatural Weather

OBJECTIVES:

- Start the Climb Up to the Research Base
- Enter the Research Base
- Discover the Ancient Tomb
- Exit the Bunker
- Return to the Survivor Camp on the Beach







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Camps	3	Documents	1	Relics	0	Challenges	0	GPS Caches	3	Treasure Maps	1

CHALLENGES:

- Cairn Raider, cont. (Find 5 Cairns)
- Mine Sweeper (Destroy 10 Mines)

ENEMIES & PREY:

- Boars
- Crabs
- Seagulls
- Solarii Archers
- Solarii Rifles

START THE CLIMB UP TO THE RESEARCH BASE



Now that you have the Rope Ascender, you can access this Challenge Tomb. Use your new gear on the rope coil northwest of the camp **(3)** to get inside. Follow the passage to the left until you reach the water.

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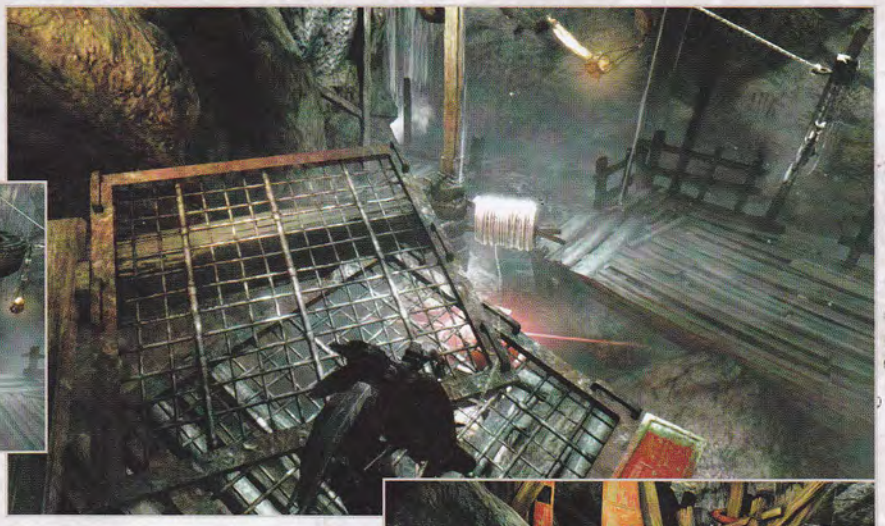
TEMPLE OF THE HANDMAIDEN

Use a rope bridge to get across and continue along the path to find the **Temple of the Handmaiden Challenge Tomb** and **Camp**. Use the Axe on the nearby wheel to raise a cage that allows the buoy to move in the current.





Quickly run to the left and climb up to the upper level. The buoy turns a pole your way so use it to cross the gap ahead. Pull out your bow and aim for the rope coil down to the right.





Fire a Rope Arrow to turn the contraption allowing the buoy to turn it even more. When the pole lines up in front of you, use it to swing over to the scalable wall. Be sure to use your Climbable Axe to grab on and continue to the ledge above. Your reward is just ahead, which includes the usual XP and Salvage. Use the zip line to the right to return to the camp and exit the cave.





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INTELLECTUALLY SUPERIOR

This award is earned by completing all of the optional Tombs.

CHATTERBOX

Return to the survivor camp and speak with Jonah, Reyes, and Whitman to complete this Achievement or Trophy!

Head to the northwest **(4)** and use the Rope Arrow and Rope Ascender to enter the gate. Using the Axe on the lever activates the elevator, but it comes crashing down!



Scramble onto the elevator car and then jump up to the pipe. Jump up to reach the craggy surface and follow it around the corner and up to the top of the rock.





A big Salvage crate sits on a ledge to the left. Move to the other side of the elevator shaft and scramble up the partial concrete wall. Jump up to the top of the shaft to find the fourteenth **GPS Cache.**



Fire a Rope Arrow into the craggy rock to the northeast and use it to reach the rocky surface. Climb around to the right and up to the ledge. Look between the water tower and gondola tower **(5)** to find the final **GPS Cache.**

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Scramble up the partial wall and jump over to the water tower. Climb up the ledges to reach the top and then hop onto the ladder ahead. Climb to the top, jump up to the pipe, and shimmy around to the right to reach the gondola platform.

ENTER THE RESEARCH BASE

Use a Rope Arrow to pull the closest gondola your way and jump on. Do the same with the next gondola and then hop over to the next tower. Use the zip line to reach the mountain bunker.



Scramble up to the pipe and shimmy to the right. Jump across the trail of pipes until you reach a ladder. Scale the rocky surface on up to a ledge and jump left over to the walkway.



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Scramble up the near wall **(6)** and take cover behind the crate. Two men are at work ahead. When the right worker turns his back, fire a distraction shot into the rail. When the left Solarii goes to investigate, take out the first guy with a headshot and then the second. Scramble up the far wall to another pipe. Shimmy to the left, jump over to the craggy wall, and follow that up to a cliff. Attach a Rope Arrow into the scalable wall to the right and use the rope bridge to get over there.



Follow the wall around to the left and climb up to the ledge. Jump over to the ladder, climb up to the metal platform, and use a Rope Arrow to bust through the wall.

DISCOVER THE ANCIENT TOMB



Camps	1	Documents	3	Relics	1	Challenges	4	GPS Caches	2	Treasure Maps	1

CHALLENGES:

- Sun Killer (Destroy 5 Totems)

ENEMIES & PREY:

- Solarii Archers
- Solarii Rifles
- Solarii Elite Soldiers

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Exit out the other side and follow the path to the left to reach the **Research Base**. Jump over to the craggy wall ahead **(1)**, climb down, and drop down to a lower scalable wall. Drop into the water and look behind you to find the first **GPS Cache**.



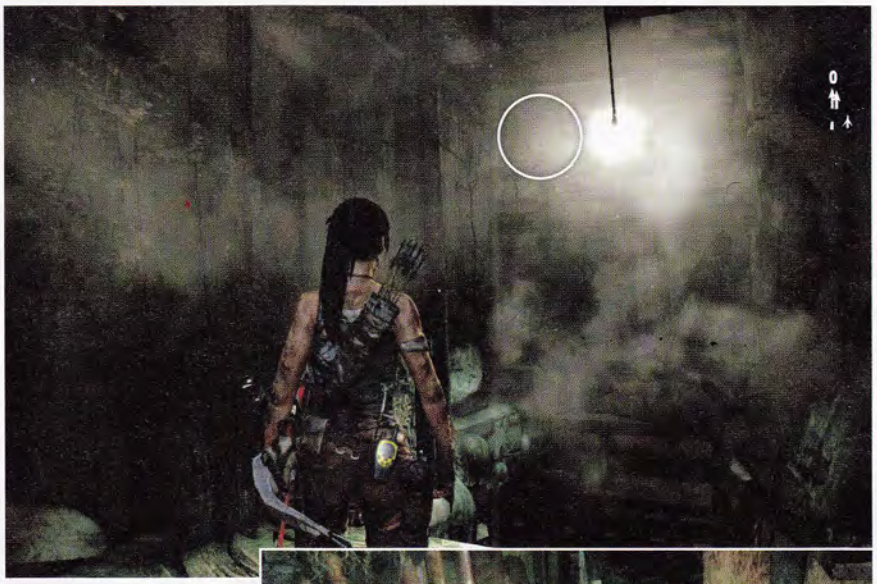


Aim to the right of the wall that you climbed down and fire a grenade at the metal barrier to find a hidden Salvage crate. Step back into the water so that you can just see another metal barrier above the wall on the left. Fire a grenade at it and scramble up the wall to get the first **Relic**, a Chou Dynasty Helmet.

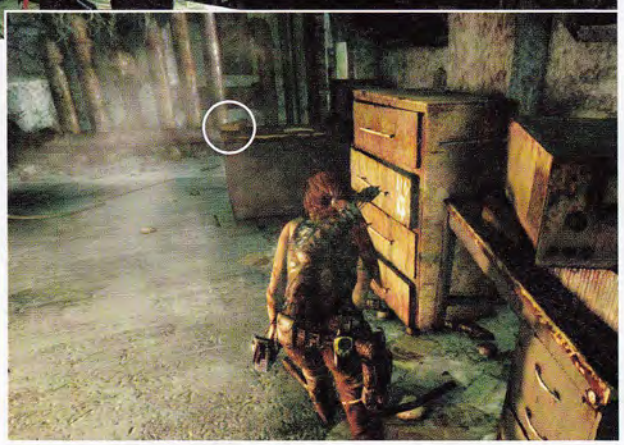




Follow the water all the way around to another scalable wall and climb up to the ledge above. Squeeze through the narrow opening on the left **(2)** to get inside the base. Before dropping in, aim your weapon at the opposite wall and find a sun **Totem** hanging in the upper-left corner. Shoot it to start the **Sun Killer Challenge**.



Drop down and move into the office ahead to find the **Research Lab Base Camp**. It is unavailable at the moment as there are a couple Solarii guards out in the hall. Search on top of a desk on the right side to find the first **Document**, a letter from a soldier.





Sneak out into the hall through the open door on the right **(3)** and silently take down the two unaware soldiers. Assuming you haven't attracted their attention, you can eliminate them with a couple of stealth kills. Return to the office and use the Axe to open the other door.

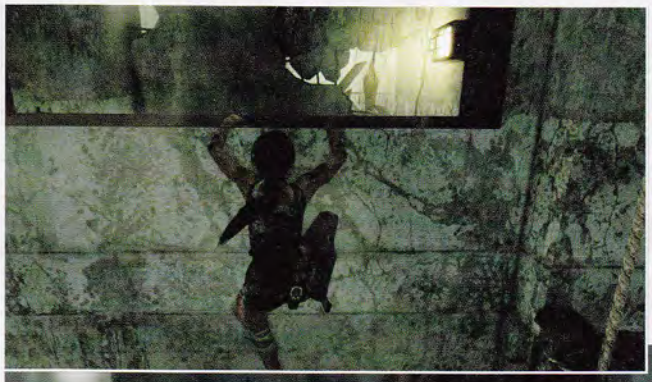


Stand in the doorway and look to the left to find the second **Totem** that hangs in the middle of the partial, concrete wall**.** Aim your weapon through the window across the hall to find the third **Totem** on the right.



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Jump into the window **(4)** across the hall to find the second **GPS Cache**. Exit out to the hallway and move to the left. Press the green button **(5)** to open the blast doors and reach an elevator. Lara needs to get to the lower level, but a floor prevents the elevator car from reaching it. You need to create enough force to crash through the barrier and reach the first floor.

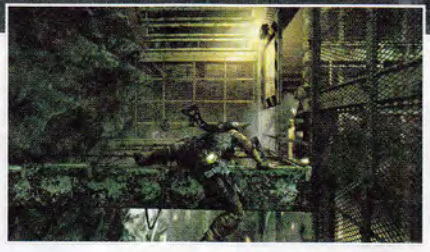






Press the button **(6)** to call the elevator down to your level. It gets jammed, so climb onto the crates to the right and use the Axe on the gear to get it unstuck.





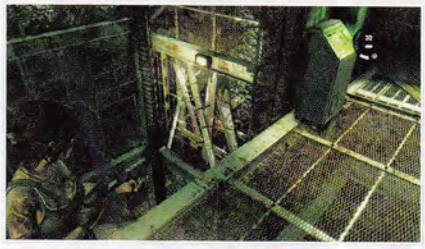


The car lowers too softly to bust through, so climb through the opening on the other side of the shaft. Walk up the steps to the third floor and search the room on the right to find the second **Document**, orders from a mysterious person or group. Press the elevator call button to bring the car up.



Run down the steps to the back side of the shaft and jump up to a small platform above. This gives you access to one of the rear gears. Use the Axe to break it off of the elevator car. Hop down and continue up the stairs to the fourth floor—jumping the gap to get there.

Take out your shotgun and blast open the barrier **(7)** on the right side of the elevator shaft. Press the call button and drop into the elevator as it rises. When you reach the opening that you created, jump over to the craggy surface on the outside wall.



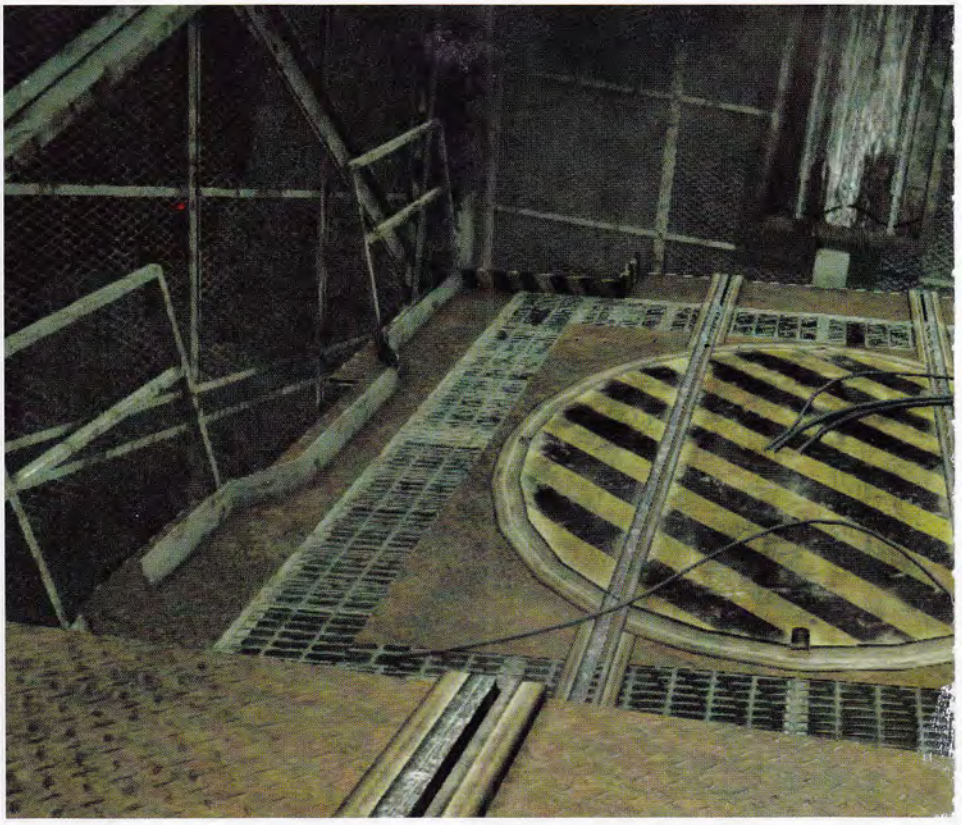


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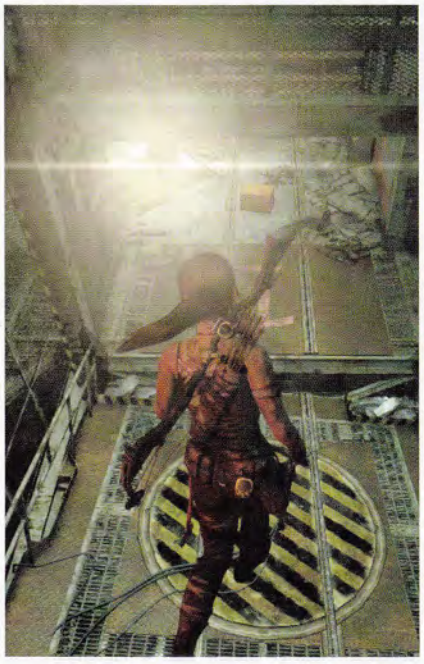
Use the Climbing Axe to move around to the left and drop onto the small platform. Use the Axe to take off the third gear. Drop down to the steps and go down to the third floor console. Jump up, grab the ladder above, and climb onto the platform to gain access to the final gear. Bust it off with the Axe to cause the elevator car to crash down to the first floor.

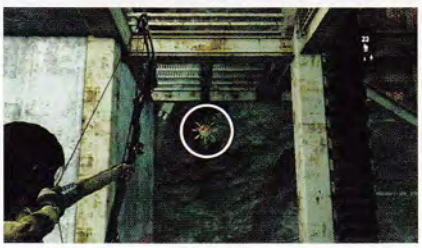






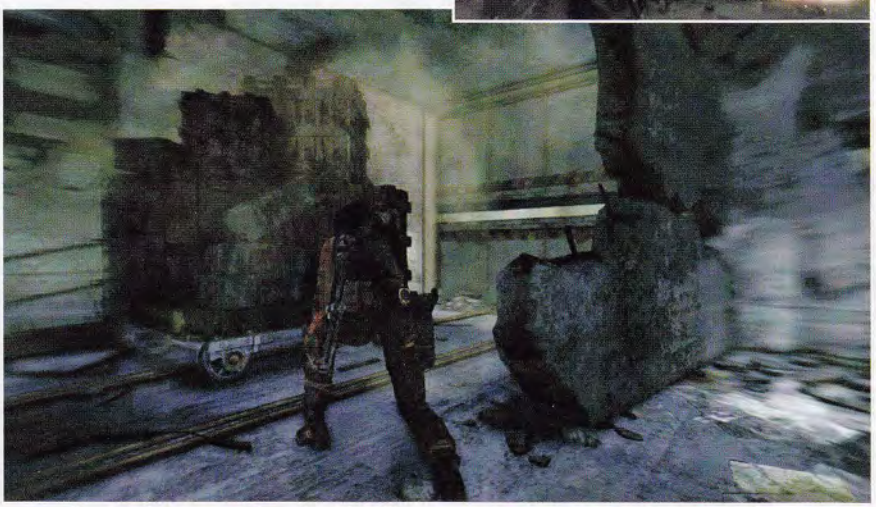
Run down to the second floor and use the Axe to get through the jammed door. Drop into the elevator shaft to access the first floor. Stop at the number 1 marking on the floor and look right to find the fourth **Totem.**





Move through the busted wall on the left **(8)** and look through another demolished wall to the right. The final **Totem** can be seen on the other side of the fence. Use your Survival Instincts to spot it more easily. Look behind the crates on the right to find the second **Relic,** a Ceremonial Helmet.





Sneak into the hall and take cover behind the barrels. Two Solarii guards patrol the area ahead. When the far guy walks away from the first, stealth kill the closest enemy and then quickly take out the other.



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Return to the first enemy and climb over the crates to the south to find the **Research Base Treasure Map**. Move back out in the hall and approach more crates straight ahead. Climb onto the right boxes **(9)** and crawl back to find the final **GPS Cache**. If you've gathered all the previous GPS Caches, collecting this last GPS cache unlocks the second GPS Secrets **Document**, and awards 1000 Salvage.

Follow the hallway to the west into a big chamber. Climb up the steps and examine the area **(10)** to learn more about Himiko's protectors, and automatically collect the last **Document**.

At this point several Solarii soldiers converge on Lara's location and the entrance caves in. You have to find another way out of the bunker.



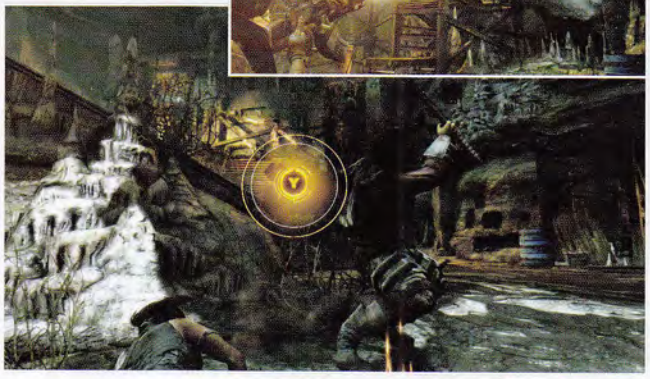
EXIT THE BUNKER



As enemies show up on the walkway above to the southeast, hit the red barrel with an arrow to eliminate a couple of the attackers. Take cover behind the staircase and take down the others with headshots if possible.

More Solarii followers show up in an attempt to overwhelm Lara. Pull out your rifle and kill them as they rappel in. If you take some damage, move further behind the stairs to recover. Keep an eye out for incoming explosives and roll out of their blast radius. Use your own grenades to flush the foes out of hiding.

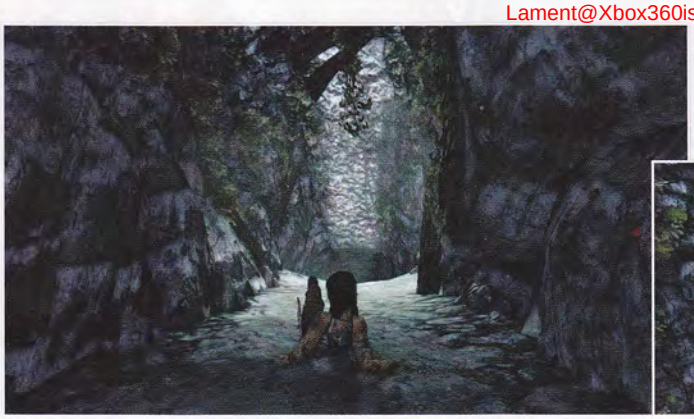




Eventually, the metal barrier falls off of the platform. Continue to pick off any remaining enemies from behind cover until the elite soldiers get close. Counter their attacks and finish them off. Be sure to take cover when you take damage.



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Once the room is clear, climb onto their platform and follow the walkway **(11)** until Lara starts to slide down a decline. When time slows down, jump and use the Climbing Axe on the craggy surface ahead. Climb to the ledge above and move through the narrow cave where you hear that the crew is in trouble.



RETURN TO THE SURVIVOR CAMP ON THE BEACH



Camps	3	Documents	1	Relics	0	Challenges	0	GPS Caches	3	Treasure Maps	1

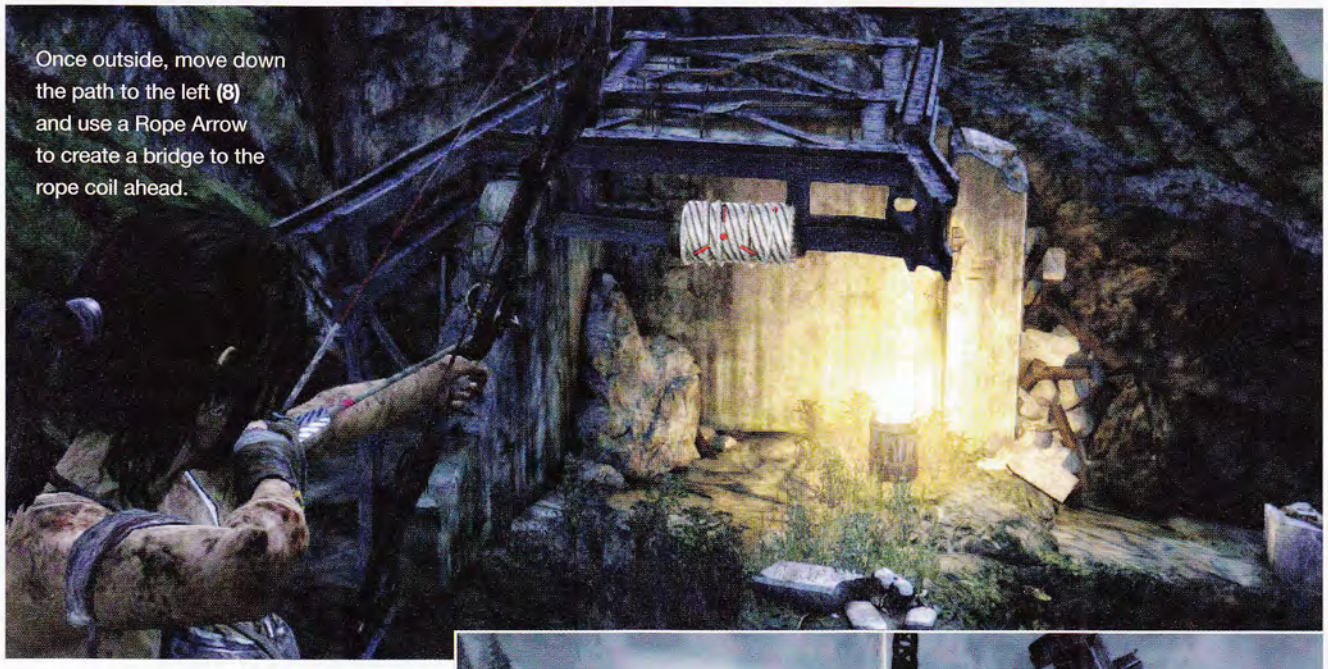
CHALLENGES:

- Cairn Raider, cont. (Find 5 Cairns)
- Mine Sweeper, cont. (Destroy 10 Mines)

ENEMIES & PREY:

- Boars
- Crabs
- Seagulls
- Solarii Archers
- Solarii Rifles

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Take cover behind the concrete block and knock the two Solarii Rifle soldiers off the pipe on the right. Cut through the opening on the left **(9)** and jump down to the cliff. Drop down to the walkway below and jump onto the rope.





Use the Rope Ascender to zoom up to a small platform. Hop onto the zip line ahead and slide down to the PT boat to meet up with the rest of the crew who have just fought off an attack. Dr. Whitman has taken Sam back to Mathias. Lara convinces the others that they must go to the ritual chamber to rescue her friend.



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GOING BACK IN

MAIN OBJECTIVE:

- Rescue Sam and Find a Way to Escape the Island

OBJECTIVES:

- Take the PT Boat Up the River to the Monastery
- Enter the Monastery
- Search the Monastery for Sam
- Rescue Sam from Mathias
- End the Storms by Stopping the Ascension Ritual



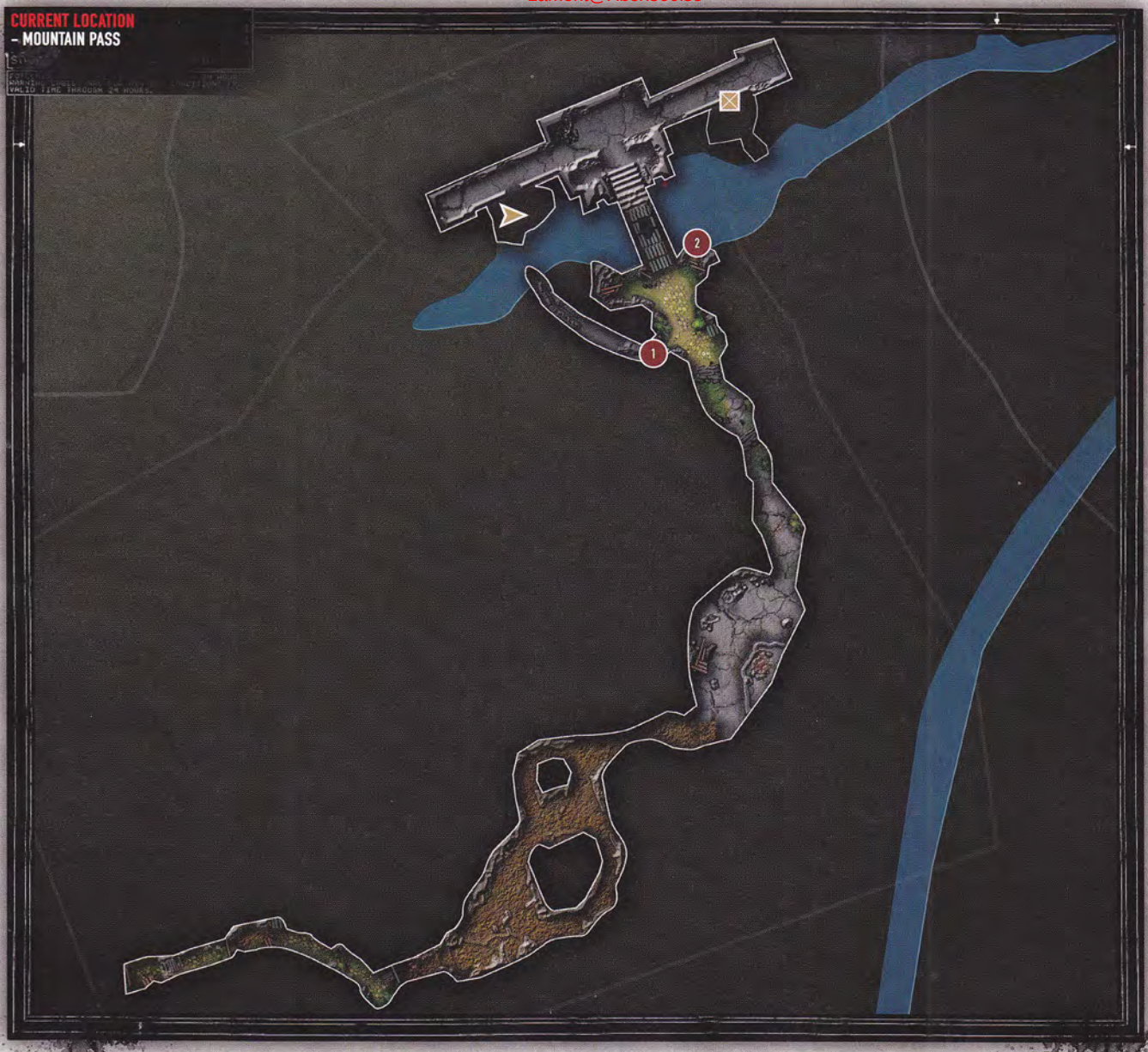








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Camps 0 | Documents 0 | Relics 0 | Challenges 0 | GPS Caches 0 | Treasure Maps 0

CHALLENGES:

- None

ENEMIES & PREY:

- None

TAKE THE PT BOAT UP THE RIVER TO THE MONASTERY



Use the Survivor's Camp if needed and then jump aboard the boat to enter the Chasm Ziggurat. After Lara fills in the crew on the details, the boat comes to a stop and Lara climbs up to the **Mountain Pass**.

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ENTER THE MONASTERY

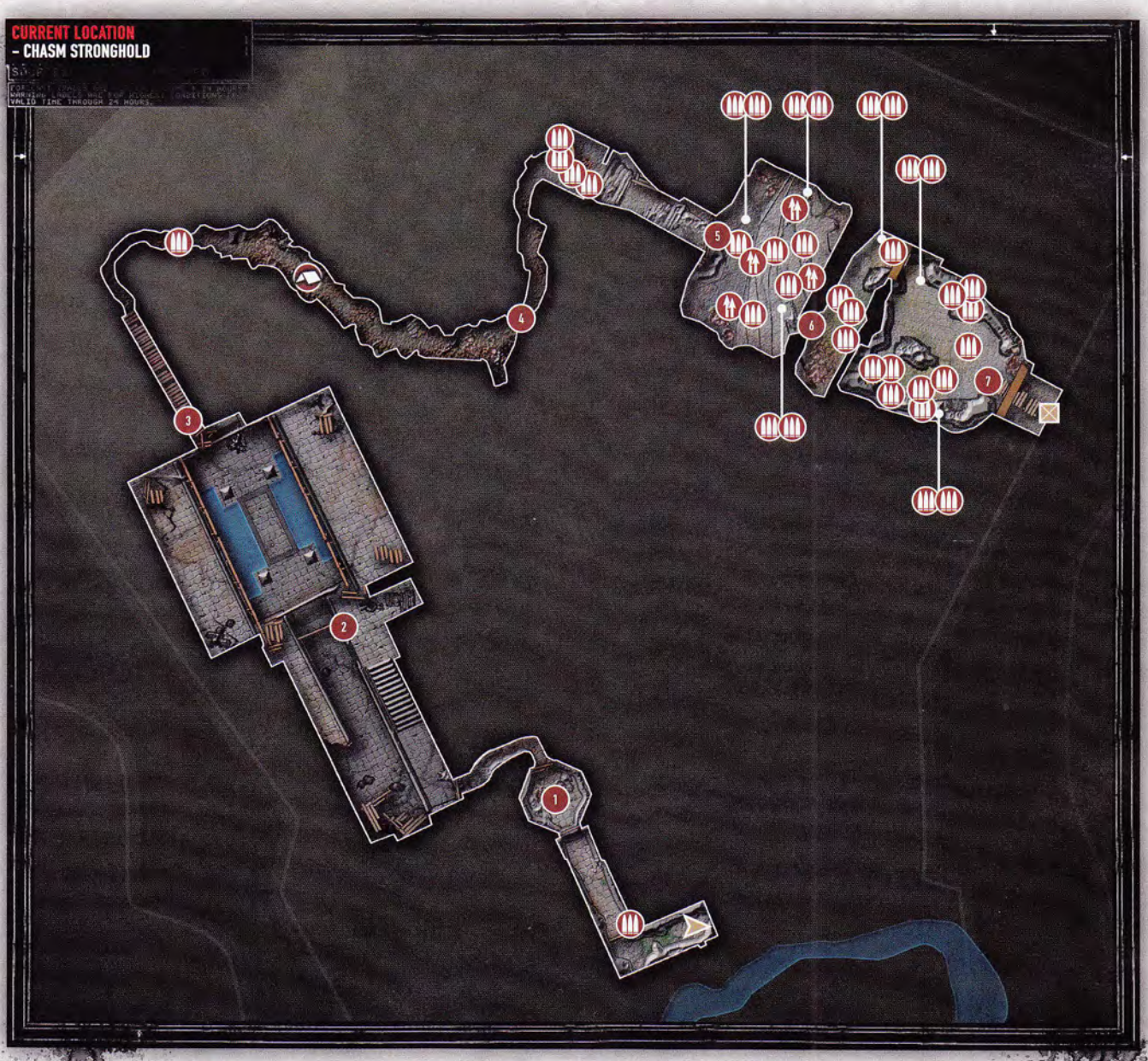
Fire a Rope Arrow into the craggy wall ahead and use the rope bridge to reach the ledge. Cut through the tunnel **(1)** to find Dr. Whitman, Mathias, and Sam.





Shoot a Rope Arrow into the right side of the craggy section of rock **(2)** across the chasm and traverse to the other side. Use the Climbing Axe to reach the cliff above. Scramble up the wall and climb into the window to enter the Monastery.

SEARCH THE MONASTERY FOR SAM



Camps	1	Documents	0	Relics	0	Challenges	0	GPS Caches	0	Treasure Maps	0

CHALLENGES:

- None

ENEMIES & PREY:

- Oni Warriors
- Oni Archers
- Oni Pikemen
- Oni Stalker

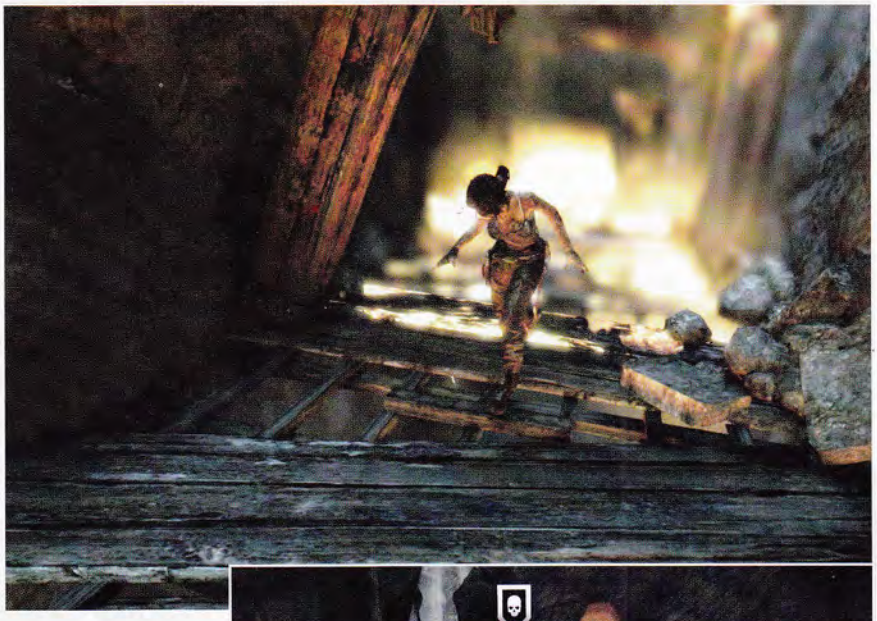
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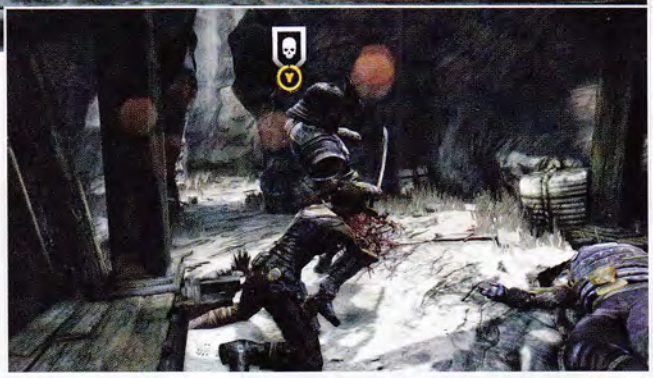
Move through the hallway to find a few of the Stormguard **(1)**. Allow them all to pass and leave out the left door. Shoot a Fire Arrow at the pile of debris to create an opening for Lara. Enter the tunnel and follow it to the other side where you find a long procession of Oni soldiers. You have no chance at taking them all on, so duck behind the short wall.



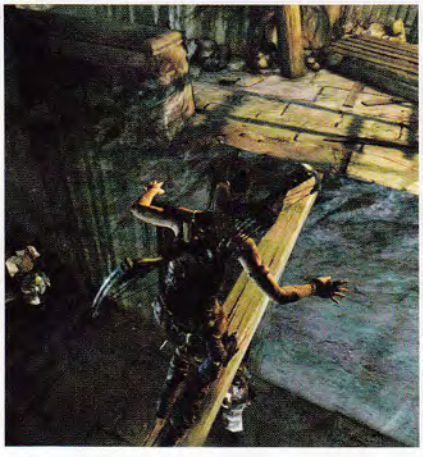


Stay behind the short wall as you climb the stairs to the right **(2)**. Quietly, cross the wood beam over the guards. Hop up to the ledge ahead and shimmy to the right past more Stormguard, who appear to be preparing for something.





Move forward and an Oni Warrior attacks. Use the same technique as you did on the Solarii melee fighters—Dodge his attacks and counter with your own. Try to be quick as two more soon join the fray. Move away from the group so that they do not overwhelm you and take each down separately.





Continue down the path to find the **Sheltered Hallway Camp.** After resting, use the Axe on the door ahead to get back outside. Here you spot Sam and Mathias in the distance.

RESCUE SAM FROM MATHIAS







Unfortunately, Lara attracts the attention of the Oni and starts to run through another corridor **(3)** towards the camera. Push down to keep her moving as the walkway collapses behind her. After a short run, she slides down an embankment.

Climb up the two platforms on the left **(4)** and cut into the cave. Slide down the slope and follow the path out to a bridge. Wander out onto the bridge and it collapses, sending Lara down to the ground below. This next area presents the most challenging fight for Lara yet, with many Oni soldiers. These guys are much tougher to bring down than the Solarii.

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Stay on the move as arrows rain down from the Oni Archers in the distance. Warriors charge toward your location, so duck behind the structure on the right. Here you can take them on in close combat away from the arrows.



TEAR DOWN THEIR BARRIERS

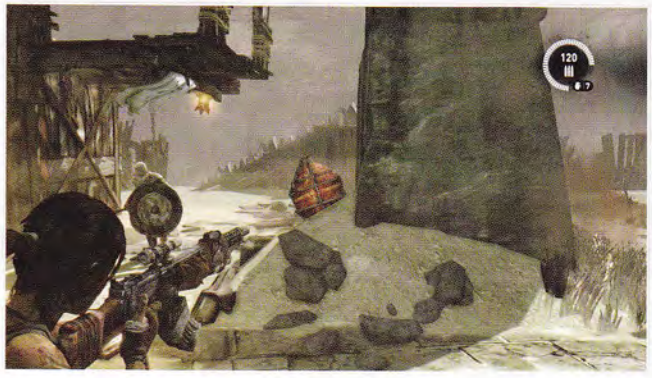
Use Rope Arrows to bring down the flimsy barriers that protect the archers.

Flee this area before too many Oni surround you. Climb onto a platform to get a tactical edge and fire on the foes below. After you have defeated a few, the Oni knock down a tower with an explosion—creating a bridge to the next area.





This brings Oni Archers and Pikemen to your side. Stay on the move as you fight them off. Try to get structures between you and the archers as you fight the melee foes. Shoot the explosives whenever an enemy is near one to reduce their numbers.



USE THE EXPLOSIVES

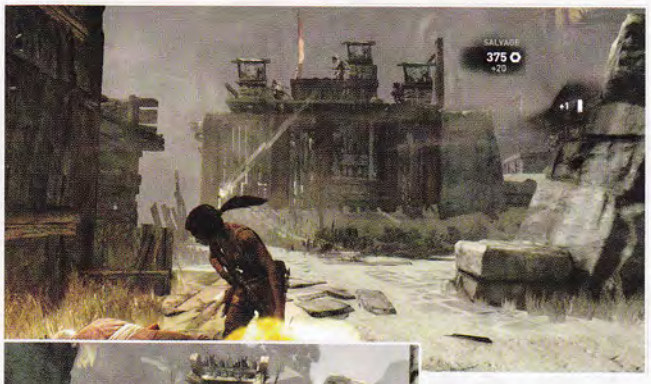
Big containers, holding explosive materials, litter this area. Shoot them to cause a big blast, which in turn damages any nearby enemies. You can also shove them to get them away from you and knock them into the Oni. When next to one, press the Melee Button to shove it.





Cross the toppled tower **(6)** as two Pikemen attack from the left. Archers fire from beyond, so stay on the move as you take down the melee foes. Take cover behind the rock and pull their cover down with Rope Arrows. Finish them off before proceeding up the hill.

At the corner, a Warrior attacks as two more Archers fire from above. Duck back behind the rock and eliminate the Warrior. Then peek out around the corner and pick off the ranged foes.







After you turn the corner, Oni soldiers toss a couple explosives your way. Move back down the hill and step out of the way to avoid the blast. Take cover at the rock wall and hit the explosives inside their tower to eliminate the ones still inside.

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LET THEM COME TO YOU

At each new Oni encounter, it is easy to get overwhelmed. Just run back around the last corner and let them come to you. This way, you have the upper hand. Pull out your shotgun and rifle to cause quick damage. Don't forget about your grenades as well.

Finish off any stragglers and continue up the hill. As you turn left, more Oni soldiers fire from the upper ledge and charge your location. Run back around the corner and handle them as they come to you.



Once the area is completely cleared of Oni soldiers, a rope coil is revealed on the gate ahead. Use a Rope Arrow to bring it down. Move up the ramp and approach the stronghold entrance.



An Oni Stalker emerges from the building with a giant club in his hand. Fortunately, a strong wind sweeps him away as Lara holds on with her Climbing Axe.





Camps	2	Documents	3	Relics	3	Challenges	0	GPS Caches	0	Treasure Maps	1

CHALLENGES:

- None

ENEMIES & PREY:

- None

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Enter the structure as the door closes behind you to find the **Sacred Hall Base Camp.** The first **Relic**, a Kansu Burial Urn, sits on a table against the north wall.







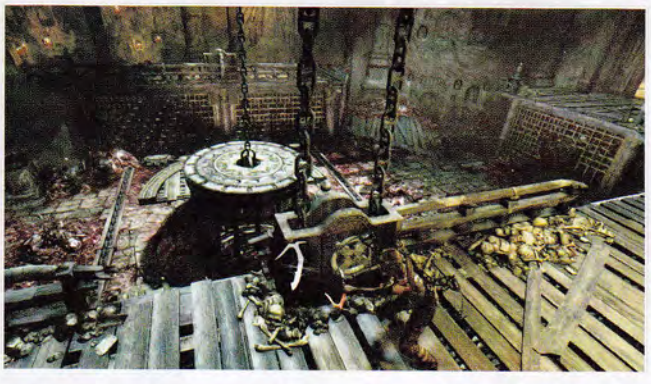


Move to the door opposite the entrance and pick up the first **Document** that lies on the ground nearby. It is Wartime Intelligence left behind by a soldier. Use the Axe to access the next chamber **(2)**.

An ancient lift is located in the middle of the room that is controlled by two wheels—one on the right and another on the left. Drop down to the floor and scramble up the wall on the right to reach the right wheel. Use your Axe on it to open the ground gate all the way.

This allows the lift to be raised. Drop back down and search under the platform to the north to find the second **Relic**, a Ban Chiang Vase. Jump up to the walkway and move over to the other wheel **(3)**. Use it to raise the cage out of the ground.





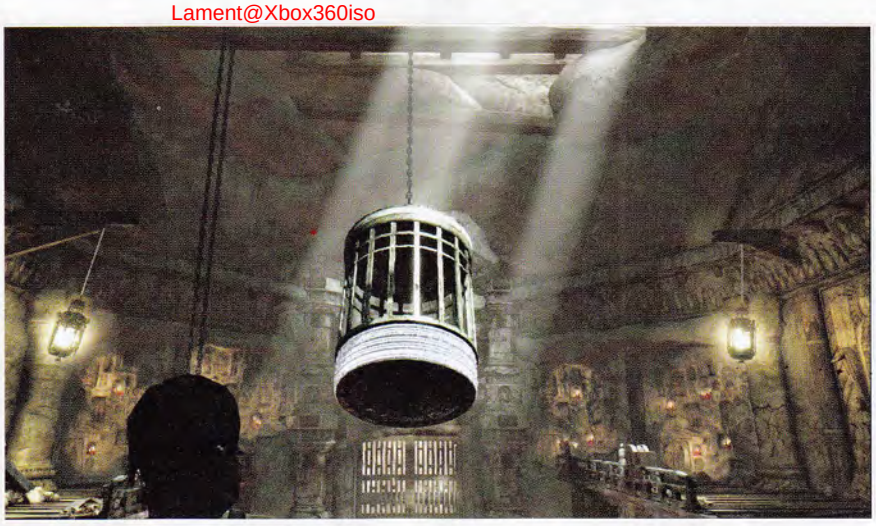
Move to the left to find the second **Document**, a letter from Dr. Whitman. Turn around, run up the ramp, and jump over to the boards. Climb up to the balcony. Run along the edge and jump over to the smaller platform to get a big Salvage crate and the **Chasm Shrine Treasure Map**.





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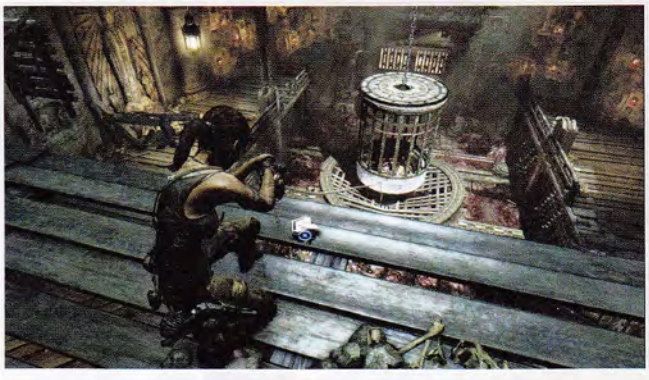
Return to the previous balcony **(4)** so that you are directly above the room entrance. Fire a Rope Arrow at the rope coil around the base of the cage and use the Rope Ascender to pull it your way. This causes it to crash into the far wall making an opening for Lara to get through.



Return to the south wheel and use the Axe to close up the hole in the floor. Then, use the Axe on the north wheel to lower the lift onto the gate.



Now, jump and climb your way back to the upper balcony above the room entrance. Again, use a Rope Arrow with the Rope Ascender to swing the cage your way. As it gets close to your location, jump on. When it reaches the other wall, scramble up the board to the opening and climb into the next room.



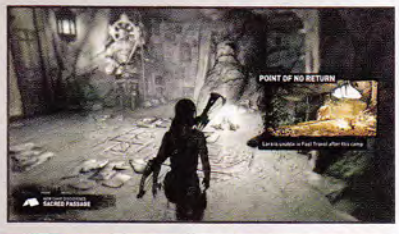


Enter the small room on the southeast side to find the final **Document** that lies on the floor. It is an ancient scroll from Hoshi. Exit out the east doorway and follow the path **(5)** to the **Sacred Passage Base Camp.**



POINT OF NO RETURN

Note that this Base Camp is the "Point of No Return." You find another Camp where you can upgrade your Gear and purchase Skills, but you cannot Fast Travel. This is your last chance to return to previous locations to collect items, until after you complete the game.





Grab the final **Relic,** a Satsuma Vase, located in a cubby hole just southwest of the campfire. Use your Axe on the nearby exit to reach the **Chasm Ziggurat.**

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Camps 1 | Documents 0 | Relics 0 | Challenges 0 | GPS Caches 0 | Treasure Maps 0

CHALLENGES:

- None

ENEMIES & PREY:

- Solarii Enforcers
- Solarii Guardsman
- Oni Pikemen
- Solarii Sappers
- Oni Archers
- Oni Stalker

Cross the bridge to again run into Mathias and Sam. Lara loses them and is forced to follow the path **(1)** to the left. Enter the tower, move over to the post on the right, and fire a Rope Arrow into the craggy surface on the far wall.



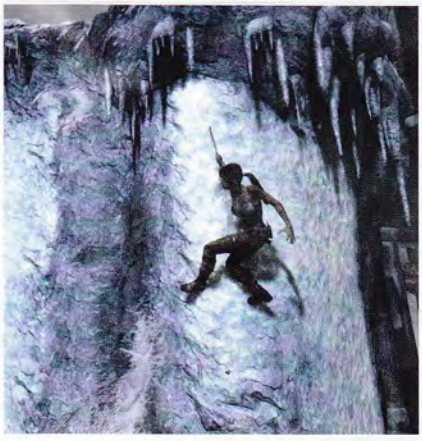




Use the Rope Ascender to quickly reach the other side and then use the Climbing Axe to scale the wall. Jump over to the right and continue to follow the surface until you cannot go any further. At that point, jump over to the wooden walkway **(2)**. Hop across the gap as you run to the opening ahead.

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Jump onto the rocky surface and scale the wall left until you reach an impasse. Jump over to more scalable surface and climb to the top of the rock. Climb into the next floor of the tower and move to the left.



Look right to spot a weight wrapped in a rope hanging from the ceiling **(3)**. Fire a Rope Arrow at it to pull it your way—causing it to get caught in the wind and crash through the gate. Exit through this new opening.



Jump over to the boards on the left and climb up to the next floor. Move next to the post and turn back the other way. Shoot a Rope Arrow at the rope coil far to the northwest, hop on, and use the Rope Ascender to head that way.



The weight falls and takes much of the floor with it, but Lara manages to grab ahold of a beam **(4)**. Press the Action Button to grab on with both hands.





Climb on, run along the board to the right and jump left to the walkway. Follow it as the wind attempts to knock Lara off. At the end of the path, hop down to another overhang. Continue in the same direction until you reach a small ramp.



Leap to the hanging boards **(5)** and let it throw Lara toward the icy wall. Use the Climbing Axe to grab on to the surface before she falls to her doom. Scale around to the right and up to the base of a tower.



Jump up and scramble up to the lattice window. Continue up until you can climb inside. A post for your rope bridge is on the left, but there isn't anything to attach the rope to ahead—until lightning strikes the side of the mountain and knocks off some of the rock.



Now you can launch a Rope Arrow at the new craggy surface. Use the rope to reach the side of the mountain and as you do so, more scalable wall reveals itself. Jump left and attach back to the rock **(6)**. Drop by pressing the Dodge Button and reattach at the icy surface below.



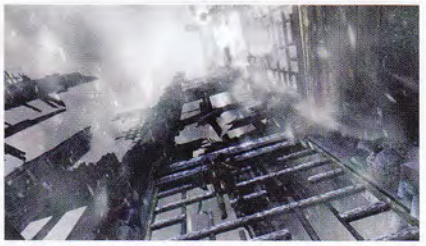


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Follow it right around the corner and up to a hidden ledge. Run up the steps to find the **Ziggurat Vestibule Camp**. This is the final Camp in the game, so do any upgrading you can before the final battles.

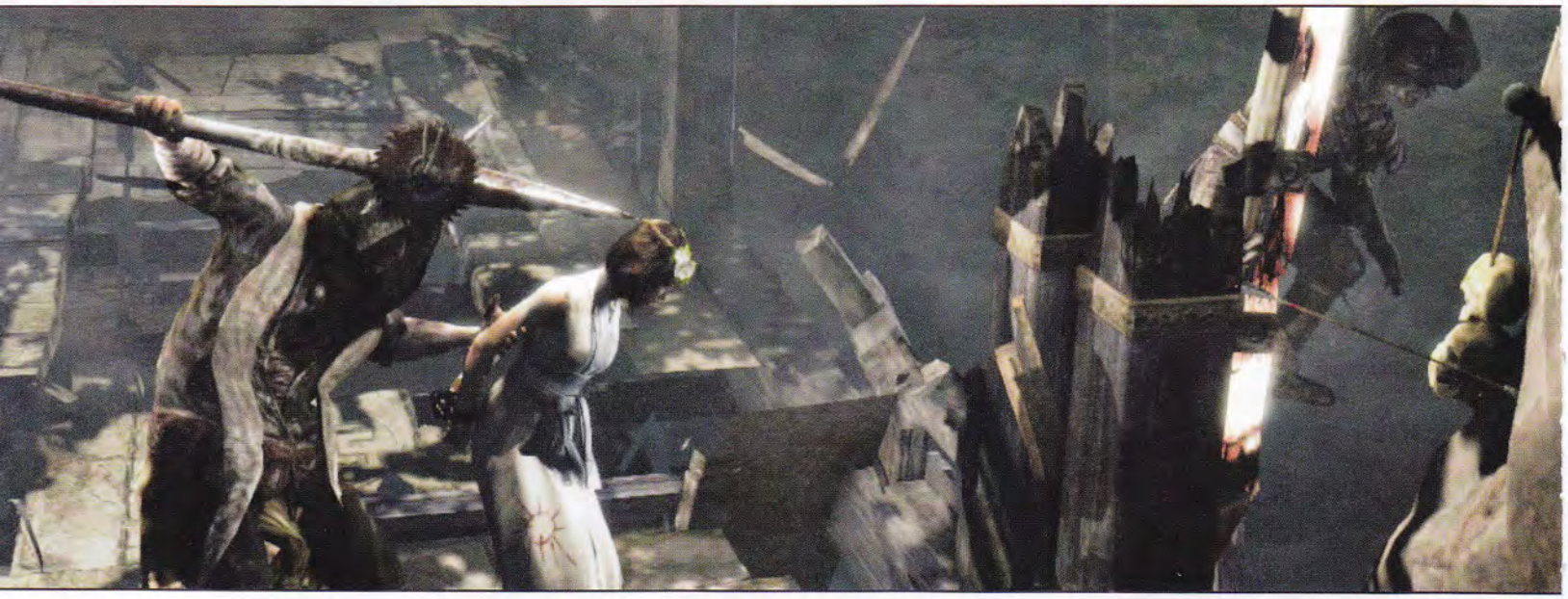


Progress into the tower ahead—or what is left of it. Jump off the ramp and swing on the pole to reach the lattice wall. Climb up until the boards above you are blown away. Shimmy to the right and continue to the adjacent wall **(7)**.



Advance upward and attach to the craggy surface. Keep following this mountain side as it reveals itself. Jump to the right, climb up, and return to the left. Just be sure to use your Climbing Axe the entire way.

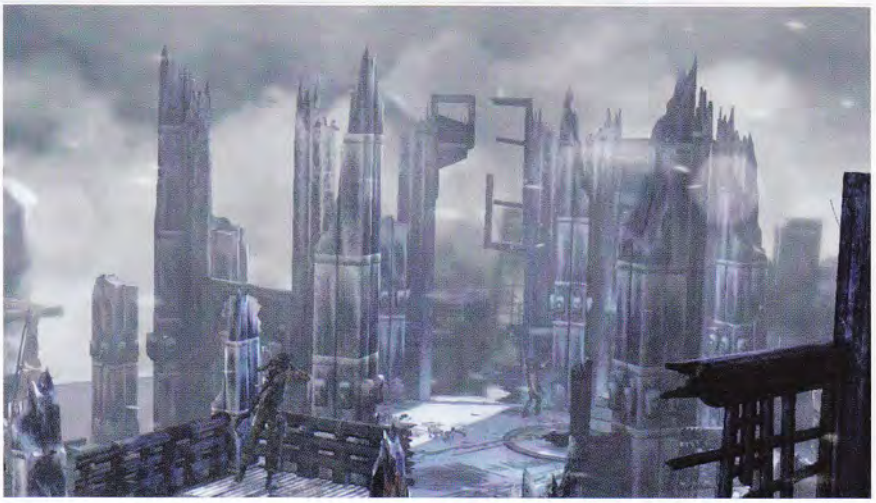




END THE STORMS BY STOPPING THE ASCENSION RITUAL

At the top, Lara discovers Mathias performing the ritual with Sam. Arrows cannot penetrate the wind barrier around them, so you must find a way to get to them. Drop down and take cover behind the concrete block.

Solarii Enforcers show up ahead. Quickly take each one out with a couple arrows to the head as they appear and then move forward. Sappers join the fight, along with a Guardsman. As the shielded enemy approaches, pull out your rifle and hit the explosives on the upper platform ahead to take out the raised threat.



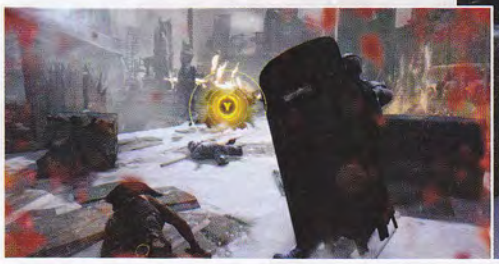
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Now Dodge behind one of the blocks and stay on the move as you counter the Guardsman's attacks and finish him off. Watch out for incoming dynamite, dodging between the cover to avoid its blast. Finish the group of Solarii off before looting their bodies and continuing down the path.





While Lara hangs on during a big wind gust, a few Oni Pikemen show up—only to be flattened by a falling tower. This also blocks Lara's route, so scramble up the wall on the right **(8)** and then move left down the debris.

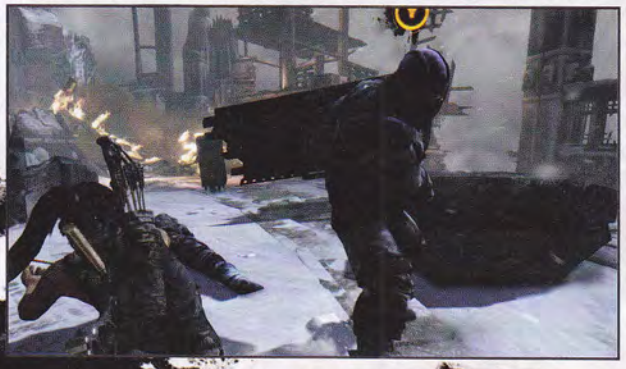
A few more Enforcers show up. Take cover and mow them down with some gunfire. Just as before, when enemies show up on the structure ahead, hit the explosive above to take care of them. Once these guys are taken care of, two Guardsmen walk in. Eliminate them with counters and finishing moves.





HANDLING TWO GUARDSMEN

Dodge away from the two Guardsmen when they get close so that they can be isolated. Otherwise, one can attack while you are Countering the other.



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FINAL FIGHT

ONI STALKER

As Lara continues ahead, the ground breaks apart. Jump over to the small plateau **(9)** and then over to the craggy wall. At the top, an Oni Stalker takes care of a couple Solarii Rifles for you, but now Lara must face this behemoth.



Pull out your shotgun and wait for him to raise his club above his head and slam it your way. At this point, run around behind him and hit him in his weak spot—his bare back—with a shotgun blast. Watch out as he will pick Lara up and toss her like a rag doll if he gets close.





If he swings his club like a baseball bat, Dodge the opposite way and fire a shotgun shell into his back. After three hits in his unarmored back, he doubles over and a Melee Button icon appears above. Approach him and press this button to hit him with your Climbing Axe. Be sure to hit the button again when the two circles around the icon line up.







At this point two Oni Archers show up to support the big guy. Continue to attack him just as before, but fire at the archers whenever you get a chance. More soon join them, so it does not pay to just avoid their attacks.



BATTER UP

If the Oni Stalker connects on one of his big swings, it does not take much more to finish Lara off. Dodge all attacks while her health builds back up.

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When he doubles over again, repeat the melee attack to knock his helmet off. Now you can just continue to blast him in the face with shotgun shells. Keep your distance as you do so and he eventually falls.



Quickly approach him while he is bent over and perform the same melee attack again. Next, as the Melee Button icon appears again, repeatedly press the button to keep hitting him with the axe. When the Action Button icon shows up, continue to press that button until he rolls onto his back and is finished for good.

Lightning strikes just ahead, creating a path up the steps. Turn left and run toward Mathias and Sam. Press the given buttons as they appear on screen as follows:



Fire Button to shoot at Mathias



Melee Button when the circles align to strike with the axe



Action Button repeatedly when he attempts to choke Lara



Left Trigger and Right Trigger alternatively to finish him with the two handguns

A SURVIVOR IS BORN

This is awarded once you complete the game.

NO STONE LEFT UNTURNED

Lara's final journal unlocks after completing the game, and if you've gathered all other collectibles, you earn this elusive award!

RETURN TO THE ISLAND

You may return to the island by selecting "Continue" in order to complete any unfinished activities.

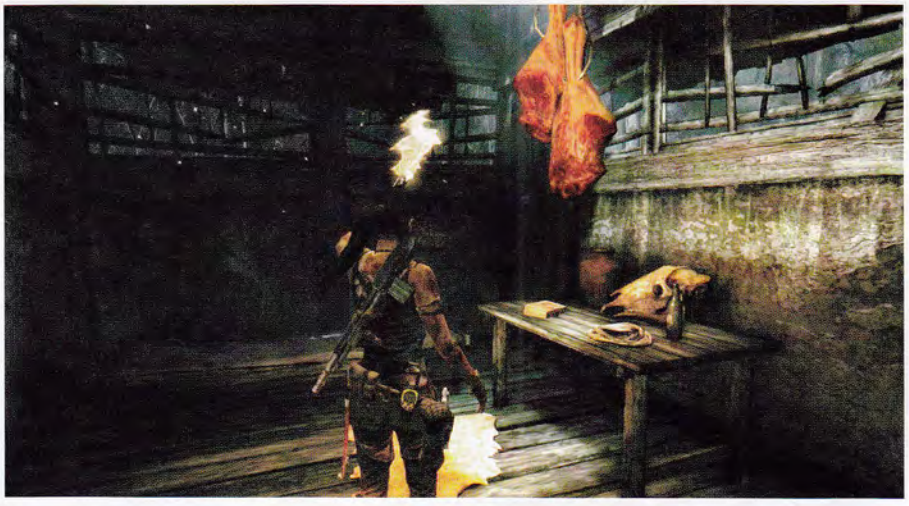
Congratulations! You have survived everything the island threw at you. Lara is no longer the frightened young girl who washed up on the shore of the island, but a hardened survivor.

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COLLECTIBLES

The island of Yamatai is littered with history. As you traverse the various locales you encounter different types of collectibles. Each gives you valuable information about the island and its inhabitants. Collecting these reveals the history of the island, the thoughts and experiences of others stranded here, and even insight into the minds of your fellow Endurance crewmates. In addition, many of the island's areas offer Challenges for you to complete, Treasure Maps to uncover, or Tombs to explore.



While all these Collectibles are marked on our maps, the following information tells you just where to find each and every one in case you need some extra help in completing your collection.

While we try to avoid spoilers, the collectibles can be found throughout the game. The entries here often reference locations, and even events, that take place at different points in the story. If you want to make absolutely sure you don't accidently come across any spoilers, skip using this Collectibles section until you've cleared an area. You can always return later to pick up any collectibles you may have missed.



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COASTAL FOREST

HANNYA MASK



Enter the room from the watery passage and head to the table on the right side of the room. You find this Relic inside the small chest.

FEMALE NOH MASK



Search under the bridge near the southeast corner of the map to find the chest containing this Relic. It rests on a few planks near the corpse of an unlucky person stranded here.

ONI NOH MASK



After visiting the shrine on the west side of the map, head north and keep an eye out to the west where a well-hidden cave leads down to a small chest containing this Relic near a corpse full of arrows.

MOUNTAIN TEMPLE

GREEN FOLDED FAN



After using the zip line from the burning building, head south down the stone path until you see the wooden painted wall you can scramble up. Instead of climbing up the wall, first head down the stone stairs until you reach a stone lamp. From here you can see inside the room on the roof of the building you are near. Head in through the destroyed walls to find the Green Folded Fan on top of the crate in the center of the room in a small chest.

GUNBAI WAR FAN



After using the zip line from the burning building, head south down the stone path until you see the wooden painted wall you can scramble up. Scramble up this wall and continue south up the set of stone stairs. Once you reach the top of the stairs turn right and climb onto the roof of the nearby building. Circle around the wall to the east and enter the second story room through the ruined wall. Upon entering the small room you see a small chest on the floor containing this Relic.

MOUNTAIN VILLAGE (NIGHT)

SILVER FLASK



Once you leave the first set of village buildings by jumping from the roof to a small beam, walking across it, and going up the attached wooden stairs, you see some baskets and stairs past the ruined shelf. To your left is a small chest containing the Silver Flask Relic.

YAGEN



Once you have climbed to the upper area of the waterfalls and defeated the enemies there, jump over to the building on the west side of the map. On the northeast side of the building, Wall Scramble up twice and climb up the wooden ledge hanging off the north side of the building. Once you enter the room there is a table against the wall which has a small chest on it. Inside this chest is a Yagen Relic.

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BASE APPROACH

BRONZE CHINESE COIN



After leaving the Broken Tunnel Base Camp look on the southeast edge near the camp and you can see a small chest among some trash. Open the chest to discover the Bronze Chinese Coin Relic.

BRONZE JAPANESE COIN



After clearing out all of the guards surrounding the ruined base entrance, head inside and use the stairs to go up to the second level. Turn left at the top of the stairs and follow the balcony all the way around past the burning trash can. Towards the end of the balcony, amidst all the litter, there is a small chest containing thiis Relic.

BASE EXTERIOR

JAPANESE DOGTAGS 1



Once you cross the bridge and defeat all the Solarii on the incline heading south, continue straight to the building overlooking the path you went up. Go to the east side of the building once it is safe and climb up and follow the ruined pathway in the demolished building around to the west side. On the ground near some refuse and a blanket is a small chest containing this Relic.

MARKSMANSHIP BADGE



After defeating all the Solarii in the area, enter the large building in the southwest corner of the map through the double doors. Head up the stairs to the second level and make your way to the northwest where you need to use your Axe to open a metal door. Once inside the room turn left to see a stack of wooden crates and on top of them a small chest containing the Marksmanship Badge Relic.

MOUNTAIN VILLAGE (DAY)

MEDICINAL HERB VIAL



To retrieve this Relic use your Rope Arrow to travel from the area where the Village Overlook Base Camp is located. Once you land on the ground and defeat the Solarii guards stationed around the wooden house, enter and head to the west wall. There is a small chest on a table holding the Relic inside.

OLD PHOTOGRAPH



After exiting the caves from the Hall of Ascension Tomb, head south to a wooden ledge overlooking a waterfall and a small roof directly below you. Drop down onto the roof, then to the ground, and go under the roof. There is a small chest on top of a crate here containing this Relic.

MOUNTAIN VILLAGE (3RD VISIT)

DRIED GOBO ROOT



Head northwest from the Village Plateau Base Camp and past the very first statue you lit for the Illumination Challenge. There is a door here with ropes tied around it. Use your bow to pull the door from its hinges and enter the small shed to find the small chest on a table containing the Dried Gobo Root.

USMC DOGTAGS



Venture into the new area made available by the plane crash. Head west from the Village Plateau Base Camp and up the new dirt ramp. Make your way past the tail of the plane that smashed the house to your left and enter the larger house to the southwest. The USMC Dogtags are in a small chest on a table in the southwest corner of the building.

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DECORATIVE INRO



Go down both sets of stairs to the south of Helicopter Hill Base Camp. To your south is a ramp leading up into a building. Enter this building and immediately turn west to see a weak barricade. You can either burn this barricade down or pull it down with your bow. Once you do this, move into the room to the west to find a small table with a chest on it holding the Decorative Inro Relic.

JADE HORSE



To reach this Relic travel northwest from the building that houses the entrance to the caves leading to the Well of Tears Tomb in the south. The building you seek is near a double stack of crates that have X brackets going across them. Turn west when you reach the crates and blast open the nearby barricade with your shotgun. Enter the building and turn right to find the chest containing the Jade Horse Relic on the lowest shelf against the north wall.

COMMANDER'S INRO



From the makeshift bridge in the southwest portion of the map proceed north past the wooden stairs leading up and towards the large tower structure. Use the rusted metal ramp leading into this structure to find this Relic inside a chest on the wooden table.

METAL INRO



From the Helicopter Hill Base Camp head down both sets of stairs and immediately head east and cross the open area until you get to a set of small stone stairs. Destroy the shotgun barricade and fight off the Solarii who attack you in the area beyond. Once you have dealt with the Solarii head up all three sets of stairs, still heading east. Turn right and go through the nearby open doorway and pass through this balcony area heading southeast. Once you are through this wooden shelter, turn right and climb up the slanted roof of this building. Pass by the painted wall and enter the doorway into the upper room of this building and head northwest to the small table in this room. On this table is a chest containing the Metal Inro Relic.

SCRIBE'S INRO



To reach this Relic you must have already defeated the ambushing Solarii when you tried to reach Grim the first time. Traverse the large metal towers heading north until you cross the wooden bridge that passes directly south of the Ancient Gate Camp. Head east across the bridge towards the stack of lumber, directly under the painted wooden wall. Turn north and walk along the wooden balcony until you reach some crates. Turn to your right and blast apart the barricade with your shotgun and enter the room. The chest on the table directly in front of you contains the Scribe's Inro Relic.

JADE WATER BUFFALO



From the building housing the entrance to the Well of Tears Tomb, head down the stairs and proceed north just to the right of the circular cage. Turn east immediately after the first set of stairs to your right. Walk between the railing and the building going east until you reach the small wooden stairs. Jump onto the landing to the east. Now turn southeast and jump from the blue cloth to the next landing southeast. As soon as you land, jump on top of the white railing to your right. Now turn and face northeast and jump up to the next floor just to the left of the barbed wire. Once you climb up, walk a few steps northwest, turn to your right, and destroy the barricade with your shotgun. Enter this room and move to the northeast corner where a small chest sits on a crate holding the Jade Water Buffalo Relic.

JADE DRINKING VESSEL



Once you are near the windmill blades and have defeated the Solarii defending the area, drop down to the ground far below. When you land you are next to a set of wooden stairs heading up to the east. Walk north past the bush and turn to the east and continue underneath a different set of wooden stairs. Keep heading east under the building until the path ends at a table with a bunch of barrels on it and a small chest containing the Relic.

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GEOTHERMAL CAVERNS

FUNERAL FAN



Once you enter the large cavern from The Pit Base Camp, turn and face to the northwest. You can see candles up a little way on the rock wall. Make your way to the candles and jump to the ledge just below them. When you pull yourself up into this tiny alcove there is a small chest on the ground near a skeleton attached to a post. Inside this chest is a Funeral Fan Relic.

WEDDING FAN



From the Catacombs Base Camp turn to the south and look for a metal crate with skulls and candles on it. There is a chest lying on top of this crate containing a Wedding Fan Relic.

INSCRIBED SILK FAN



After you have reached the room where a group of Solarii were standing before a sacrifice to the Sun Queen, move to the west of the altar and follow the stream heading northwest. This stream leads you into a small area behind the makeshift altar. Here on some wooden planks on the ground is the Inscribed Silk Fan Relic, in a chest being overlooked by skulls.

SUMMIT FOREST

CHAO DYNASTY DAGGER



From the Summit Marsh Camp, head east all the way down the stairs and through the wooden archway at their base. Face the wreckage of the helicopter to the southeast. Move towards the helicopter and circle the small bunch of trees with a fallen log in the middle. On the east side of the fallen log is the Chao Dynasty Dagger Relic.

JADE CEREMONIAL DAGGER



From the entrance of the large forest area head southeast, staying near the west border of the map. Walk in this direction until you come across a fallen tree that you can walk up, leading to a rock wall you can scale. Jump from the fallen tree and scale the wall to the ledge above. Jump across the gap to the northwest tree stand. Now grab onto the rope and use it to make your way northeast to the next tree stand. The chest containing the Jade Ceremonial Dagger Relic is on this stand.

JAPANESE CEREMONIAL DAGGER



From the southernmost bridge, make your way northeast up the ledge to the west of the plane wing. Once you are at the map edge to the east on the ledge turn southeast and jump the gap towards the plane wing. Cross the wing and jump onto the zip line to your right. Travel southwest up the rope to a tree stand. Drop down from the rope once you are over the tree stand and face east. There is a small ledge nearby you can jump to from here. Jump across the gap and open the small chest containing this Relic.

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BROWN JADE INK BOX



Make your way from the old gunboat that Reyes is working on to the south along the broken pier and up the ladder at the old crane. Zip line down to the galleon and make your way through and around the ship until you retrieve the Block and Tackle and the mast crashes down. Head down the broken mast and past the wooden wall on your left. Turn to your left and enter this small shack. A small table in the room holds the chest containing the Brown Jade Ink Box.

STUFFED BUNNY



Using the bow Jonah gave you, make your way to the top floor of the ruined boat on the east side of the map. Move southeast past the large Salvage crate to the beam crossing the gap. Drop down to the floor directly below you. Continue southeast just to the right of green pipes along the wooden flooring. Enter the room on the left and open the chest on the table to retrieve the Stuffed Bunny.

WORN WALLET



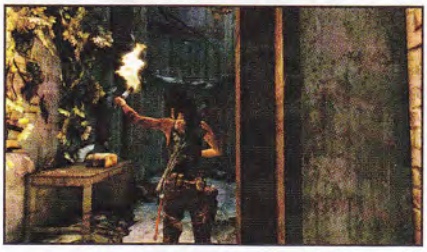
Zip line down to the northeast from the large tower on the southwest tip of the peninsula. Move northeast and jump up to the next highest ledge. From here you can see what appears to be a bunker going into the side of the cliff with a metal door. Pry open this door with your Axe. Enter the building and turn right then take a few steps and turn left and enter this next doorway. Walk to the back of this room and climb up the ladder then turn east and run to the edge of the floor and jump east to the rocky wall. Use your Climbing Axe to climb up this next level. Follow the path and crawl through the passage to the northwest until it opens up. Now Wall Scramble up the wooden wall to the west and follow the path up and around until you are heading southwest. Enter the upper level of the bunker by using the wooden ramp in front of you. Now head southeast to the table, just past the burning barrel, to find the Worn Wallet Relic.

STAINED JADE HEAD REST



Using the bow Jonah gave you, make your way to the top floor of the ruined boat on the east side of the map. Move southeast past the large Salvage crate to the beam crossing the gap. Drop down to the floor directly below you. Move northeast and drop down to the next floor where the blue cloth drapes over the edge. From here move a few paces southwest and turn to the southeast to see a small table wedged between some wooden support beams. On this table in a chest is the Stained Jade Head Rest Relic.

SHAPED JADE HEAD REST



Zip line down to the northeast from the large tower that is on the southwest tip of the peninsula. Move northeast and jump up to the next highest ledge. From here you can see what appears to be a bunker going into the side of the cliff with a metal door. Pry open this door with your Axe. Enter the building and turn right, then take a few steps and turn left to enter this next doorway. As soon as you enter the room there is a table to your left with a small chest containing the Shaped Jade Head Rest Relic.

TOY TRAIN



Slide down to the peninsula from the ruined boat on the east side of the Shipwreck Beach map. Move south and jump from the metal ramp to the concrete post. Jump from this post and Wall Scramble up the wooden wall. Make your way to the two barrels on the walkway and jump over the gap to the west onto a wooden ledge. Step through the doorway and jump onto the yellow ladder and climb up to another wooden walkway. Walk northwest to the edge of the walkway and turn around and face the way you came. Look up above all the wooden rungs and shoot out the barricade with your shotgun. Now climb, jump and Wall Scramble your way up to the opening you created. Inside this small room is a chest containing the Toy Train.



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CLIFFSIDE BUNKER

JAPANESE 2 SEN COIN



From the Endurance Overlook Camp head northeast behind the rusted out truck and into the garage. This Relic is in the small chest on the ground in the north corner.

100 MON COIN



You must have visited the Endurance to get this Relic. From the Endurance Overlook Camp drop into the hole in the floor and then use the Axe on the metal door to the northwest. Step through the door and look to your right. Use your bow to pull open this door using the Rope Ascender tool. Jump over to this doorway and climb in. Turn right once you enter the room and head southwest to the nearby desk. On top of the desk is a small chest containing the 100 Mon Coin Relic.

PORTUGUESE TIN COIN



After retrieving the Rope Ascender, make your way back through the bunker until you are in the room with the large cannon again. Face northwest and pull down the wall with the Rope Ascender tool. Exit this new doorway and and follow the wall to the northeast until you get to a small chest on the ground just before a tree. Inside this chest is a Portuguese Tin Coin Relic.

RESEARCH BASE

CHOU DYNASTY HELMET



As you first enter the Research Base walk northwest and jump across the gap and grab onto the rock wall with your Climbing Axe. Scale down the wall and let go as you drop past the metal gate and reattach your axe at the next lowest rock wall. After slowing your momentum you can let go of the wall and drop into the water. Move slightly to the west and turn around and face east. Use your grenade launcher to blow up the metal wall here. After blowing up this first wall, move to the entrance and look up and to the north and blow up another metal wall. Now enter the room and Wall Scramble up the wall to the north and enter a hidden area with a bunch of crates and a small chest resting on top of them. Open the chest to find a Chou Dynasty Helmet.

CEREMONIAL HELMET



To get to this Relic you must break all the gears on the elevator and cause it to crash to the bottom floor. Jump into the elevator shaft to drop down to level one. Move through the hole in the southwest wall walk forward a few paces. Now head through the gap in this north wall and turn immediately to the east and walk behind the large stack of crates on a cart. There is a small chest lying on the floor just behind the cart containing the Ceremonial Helmet Relic.

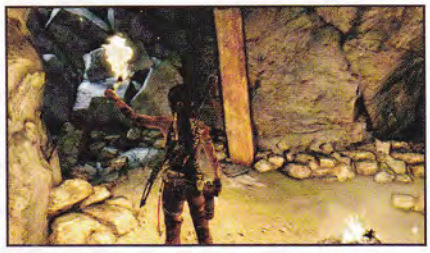
CHASM SHRINE

KANSU BURIAL URN



Leave the Sacred Hall Base Camp and head along the north wall to the east until you reach the table. Open the small chest on the table to discover the Kansu Burial Urn Relic.

SATSUME VASE



Once you have reached the Sacred Passage Base Camp look southwest to see the small chest containing the Satsume Vase Relic on the ground near some fallen rocks.

BAN CHIANG VASE



From the start of the Chasm Shrine area, walk straight southeast to the door. Use your Axe and open the door and walk to the southeast and off the wooden ledge. Now turn to your left and walk through the shattered cage under the northwest corner of the ledge above. A small chest containing the Relic lies on the ground in this blood filled area.

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DOCUMENTS

In addition to these Documents, you earn two GPS Secrets Documents by finding all the GPS Caches.

COASTAL FOREST

WARTIME INTELLIGENCE
Soldier: Oni Stalkers



Walk around the rusted, wrecked military vehicle near the bow location. Once you get to the back, climb in and retrieve this Document.

ENDURANCE CREW
Sam: Family Story



After Lara meets up with the survivors of the Endurance and you have fought off the wolves, head over to the table just north of the campfire to find this Document.

ENDURANCE CREW
Sam: Feelings of Unease



Once you have obtained the GPS Cache just east of Forest Ruins camp, cross the nearby fallen tree to the next area where you see a crate near a bridge. This Document is on the crate.

ENDURANCE CREW
Sam: Film Maker



Follow the path from the Forest Ruins Camp and turn west before crossing the first bridge. Once you cross the stream here you find a small shrine and stairs leading up. Go up the stairs to find the Document at the top on the left.

ENDURANCE OFFICERS
Whitman: Don't Leave Me



Head to Dr. Whitman in the northeast corner of the map. After you speak with him head north from the crank Lara tried to use and find this Document on a crate in the corner.

MOUNTAIN TEMPLE

DIARIES OF A MADMAN
Stranded



Head north past the Mountain Temple Camp and across the water near the waterfall. There is a small cave on the other side of the stream. Enter this cave and walk to the crate in the back to find this Document.

CONFESSIONS OF A SOLARII
Salvation



Use the zip line to escape the burning building. When you land, you can find this Document directly to the south of the archway holding the rope, on top of a wooden crate.

MOUNTAIN VILLAGE (NIGHT)

ANCIENT SCROLLS
Ambassador: First Impressions



This Document rests in the large multi-storied building to the northwest of the Village Plateau Base Camp. Climb your way to the bottom level of this building from the other nearby structures. Head to the second floor and look to the west where there is a door with ropes tied around it. The Document is on the floor just outside of the door.

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ANCIENT SCROLLS
Ambassador: Discoveries



After using the Climbing Axe to get on top of the waterfall going over the Tomb of the Unworthy cave, look to the building on the east side of the map. Jump over the water and onto the ledge extending out from the small building. On a small table in the back corner you find an Ancient Scrolls Document.

MOUNTAIN BASE

CONFESSIONS OF A SOLARII
The Best Job

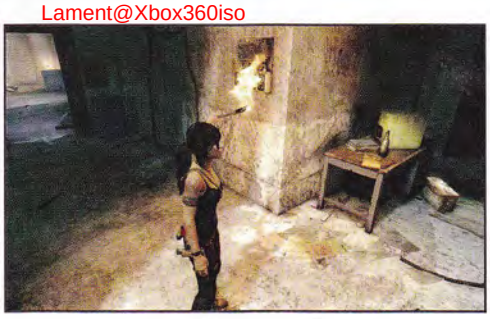


After landing in the water at the start of this area, walk through the water and go up the stairs to find a desk. On top of this desk is a journal entry from one of Mathias' followers.

WARTIME INTELLIGENCE
Scientist: Secret Project



You can find this Document after you have used the lanterns and gas to destroy the locked doors and severely wound the Solarii soldier with the assault rifle. Proceed to the next room. There are two desks stacked on top of each other behind some ammo boxes. The Wartime Intelligence Document lies on the upside down desk on top.

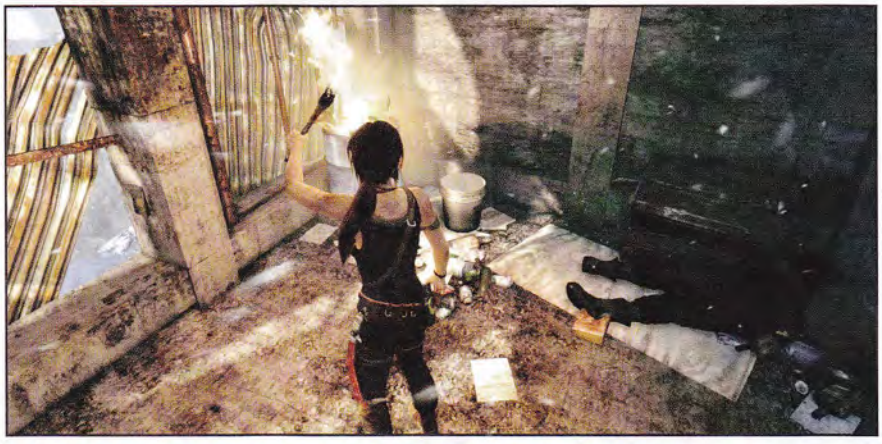


DIARIES OF A MADMAN
Alone

To obtain this Document you must enter the communications room. Once you open the door with the Axe and speak to Alex, you are then free to search the room. On the southeast side of the communications room there is a desk with an ammo box near it. On top of the desk you can find this Document.

BASE EXTERIOR

DIARIES OF A MADMAN
The Solarii



This Document is heavily guarded by many Solarii guards. It is located on the second floor of the ruined three story building on the north side of the map. Once you Wall Scramble up the south side of the building, look on the ground near the bedding and wooden crates to find this Document.

DIARIES OF A MADMAN
Research

This Document is lying on a very fine looking rug, right next to the Radio Tower Base Camp on the roof of the large building to the southwest.



MOUNTAINSIDE VILLAGE (DAY)

ANCIENT SCROLLS
Hoshi: Answering the Call



Head south from the cave leading to the Hall of Ascension Tomb and drop down to the small roof near the waterfall and fallen tree. Head east, cross the fallen log, and immediately use your Climbing Axe to head up the rock wall facing you. Past the statue to the east you see a small building. Use your Rope Arrow to create a zip line to it. Slide down the rope and enter the small structure to find a Document from Hoshi on the small ledge.

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ANCIENT SCROLLS
Ambassador: Dark Tidings



From the center island just south of the cave leading to the Hall of Ascension Tomb, jump southwest down to a ledge near another tree stump with ropes around it. Climb the stone stairs leading around the rock until you reach the statue. From this statue use your Rope Arrow to make a zip line heading to the island to the northeast. Use the line and Wall Scramble up the nearby painted wooden wall. Head southwest, under the roof of the small structure. This Document rests on the wooden floor.

MOUNTAIN VILLAGE (3RD VISIT)

ANCIENT SCROLLS
Hoshi: At Her Side



After defeating the Solarii guards to the south of the Mountain Descent Camp, use the Rope Arrows to make a zip line to the large house to the south. The door in front of you requires the shotgun to open. Once inside, head around the large bell that crashed in the house. Now walk up the bell and jump to the ledge to your north. Once you climb up, head west to the small table and collect this Document.

ANCIENT SCROLLS
General: The Oath



Travel to the Village Overlook Base Camp. Head down the nearby zip line to the large building to the east. Enter the building and head to the south wall. There is a doorway that can only be opened by the shotgun. Blow away the barricade and find another Ancient Scroll on the table inside.

ENDURANCE OFFICERS
Reyes: Dear Roth

After visiting Mountain Village the second time simply head to Village Plateau Base Camp near the new plane wreckage. This letter is located right by the campfire.



SHANTYTOWN

ENDURANCE CREW
Grim: The Good Old Days



Go down both sets of stairs to the south of Helicopter Hill Base Camp. To your south is a ramp leading up into a building. Enter this building and use your shotgun to blow up the barricade to the southeast. Head southeast to the next barricade and use your shotgun again. When you clear the barricade head to the center of the room. Just past the table in the southwest corner of the room is a letter from Grim.

CONFESSIONS OF A SOLARII
Toil and Distraction



Go down both sets of stairs to the south of Helicopter Hill Base Camp. To your south is a ramp leading up into a building. Enter this building and use your shotgun to blow up the barricade to the southeast. Head southeast to the next barricade and use your shotgun again. When you clear the barricade head to the center of the room. Face east and jump up to grab the platform and climb up where the makeshift wind chimes hang. The crate directly in front of you has a Document resting on top of it.

CONFESSIONS OF A SOLARII
Survival of the Fittest

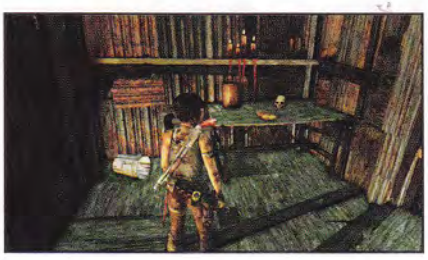
From the Helicopter Hill Base Camp, go down both sets of stairs and immediately head east. Cross the open area until you get to a set of small stone stairs. Destroy the barricade with your shotgun and fight off the Solarii who attack you in the area beyond.



When finished, head up all three sets of stairs, still heading east. Turn right and go through the nearby open doorway and then pass through this balcony area heading southeast. Once you are through this wooden shelter, turn right and climb up the slanted roof of this building. Wall Scramble up the painted wall to your right to reach the top of this building. Go into the room at the top of this building to find a Document on the wooden crate.

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DIARIES OF A MADMAN
Belief



Leave the Ancient Gate Camp and head south down the stone stairs until you get to a wooden railing. Turn southeast and cross over the drainage pipe onto the wooden floor. Head southwest and drop down to the next wooden balcony. Turn immediately to the southeast and proceed down the narrow walkway until you see a barricade on your left. Open the barricade with your shotgun and enter the room. On the northwest side of the room is a table that holds this Document.

DIARIES OF A MADMAN
Obsession



Once you are near the windmill blades and have defeated the Solarii defending the area, drop down to the ground far below. When you land near the wooden stairs, turn and face southeast and walk around the southwest corner of this building. Once you pass the bush, turn north and walk underneath this building. Halfway up this passage is a table to your left where you can find this Document.

ENDURANCE OFFICERS
Reyes: Dear Alisha



After blowing up the metal doorway with the natural gas in the large cavern, follow the passageway to the east and then south. Move along the west wall when entering this larger area as the guards come to investigate the explosion. Silently take out the two Solarii as the other makes his way back up the steps to continue playing his game. Move up the stairs heading east until you come across two guards near a chess table. Once you have defeated the Solarii here move north to the chess game to find a Document on the ground nearby.

DIARIES OF A MADMAN
Lost



After getting past the metal doorway just north of Catacomb Base Camp, get to the northwest side of the room and use your Climbing Axe to ascend to the top level, always heading northwest. Once you have defeated all the Solarii in the sacrificial chamber, move into the large room in which they were all congregating. Approach the altar where the sacrifice is tied to a wall with an image of the sun behind it. Just to the southwest of this grim sight is a Document lying on a stone step near the water.

GEOTHERMAL CAVERNS

CONFESSIONS OF A SOLARII
In Her Honor



Once you are at The Pit Base Camp this Document is lying right next to the campsite.

SUMMIT FOREST

ENDURANCE OFFICERS
Roth: An Apology



As soon as you start the Summit Forest area, turn and look to the northwest to see this Document lying on a nearby rock.

ANCIENT SCROLLS
General: The Conquerors



Enter the hunting lodge from the Base Camp of the same name. The Document you seek is on the table in the northeast corner of the lodge.

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SHIPWRECK BEACH (DAY)

ENDURANCE OFFICERS
Reyes: About Lara



Move southwest from the Survivor's Camp and into the brick building. Turn northwest and find a desk on the east wall. The Document is on top.

ENDURANCE CREW
Jonah: Recognizing the Truth



Move southwest from the Survivor's Camp and into the brick building. Turn northwest and move out of this building through the doorway to the metal door on the building to the north. Use your Axe here to open the door and enter the building. Turn southwest and look around the wall to find this Document on top of a wooden desk.

ANCIENT SCROLLS
Hoshi: In Her Image



From the bunker that leads to The Flooded Vault, turn left and head across the wooden bridge traveling southeast. When you get to the wooden ramp run up it and jump to the pole to the southeast that leads to the mast. Carefully walk your way to the wooden platform attached to the mast and use your bow to fire a Rope Arrow into the rock wall to the southeast. Head east into the nearby crude building. There is a table to your right that holds the Document.

CLIFFSIDE BUNKER

WARTIME INTELLIGENCE
Scientist: The Search



Once you have entered the bunker from the outside cliff, pass through the tight passage to the north. Take down all of the Solarii in this large room before heading to the northeast wall. As you head up the small stairs leading to the room on the back northeast wall you find a lot of ammo and arrows positioned all around the equipment. Look to the right of the room to see a desk holding this Document.

ENDURANCE CREW
Alex: Over His Head

This Document lies right next to the Endurance Overlook Camp.



ENDURANCE CREW
Sam: Adventures with Lara



Zip line down to the Endurance and defeat Boris, the Solarii Tank, to gain the Rope Ascender. After doing this you can pull a heavy cargo crate attached to a crane and cause it to drop through the flooring of the Endurance deck. Drop down into this hole and follow the hall down about halfway where Lara enters her old cabin. On the floor of this cabin is a Document.

WARTIME INTELLIGENCE
Scientist: Secret of the Island



Once you have taken the Rope Ascender from Boris, the Solarii Tank, and retrieved Reyes' tools, head back to the Endurance Overlook Camp. Face northwest from the campsite and use your new attachment to pull down the heavy equipment from the roof. After it smashes through the floor, drop down and Lara automatically recovers this Document when she lands by a nearby desk.

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SHIPWRECK BEACH (NIGHT)

ENDURANCE OFFICERS

Whitman: My Great Discovery



After you reach the top of the elevator shaft to the northwest of the Survivor's Camp, head northeast on the plateau so you can see another plateau far to the northeast with a water tower on it. Use your Rope Arrows and create a zip line to the rocky wall on the side. Zip line over and use your Climbing Axe to scale around the right side of the cliff. Once you are on the southeast side, climb up to the plateau and walk behind the painted wooden wall directly in front of you to find a couple of stacked crates with the Document lying on top.

ANCIENT SCROLLS

General: Failure of Duty



Jump into the elevator shaft to drop down to level one. Move through the hole in the southwest wall and walk forward a few paces. Now head through the gap in this north wall and turn to the west and follow the tracks all the way down and follow the wooden walkway all the way around until you enter a larger cavern lined with large statues. Climb the stairs heading east until you reach the General's corpse sitting on the floor and looking at a mural on the wall. When you take the General's weapon you automatically gain this last Document.

RESEARCH BASE

WARTIME INTELLIGENCE

Soldier: Awakening



This Document is very close to the Research Lab Base Camp. Walk a few paces to the desk just southeast of the campsite. On top of the desk is a Document from a soldier detailing a firefight with the Oni.

GPS SECRETS

Unknown: Mysterious Orders



Make your way to the flooded hall just south of the Research Lab Base Camp and head west. Open the metal doors with the glowing console to your left and walk into the elevator shaft area. Call the elevator down and bust the first gear with your Axe. Climb onto the elevator and through the opening in the back of the shaft. Now proceed up to the third floor and look in the small room to the east. The Document is behind two blue barrels on a crate.

CHASM SHRINE

ANCIENT SCROLLS

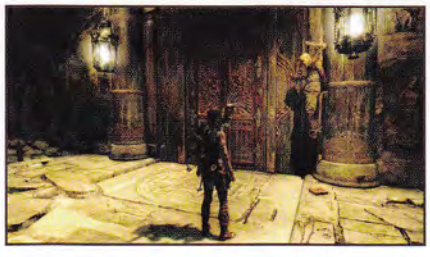
Hoshi: An End



After using the cranks to manipulate the hanging prison cage, use your Rope Ascender tool to smash the rocks with the cage. Lower the cage and then go back up to the wooden ledge so you can now use your Rope Ascender tool and jump onto the cage as it swings to you. Ride the cage to the opposite side of the room and Wall Scramble up the wall to the southeast and enter the Sun Queen's ritual chamber. Head around to the small room to the southeast and pick up the Document on the ground here.

WARTIME INTELLIGENCE

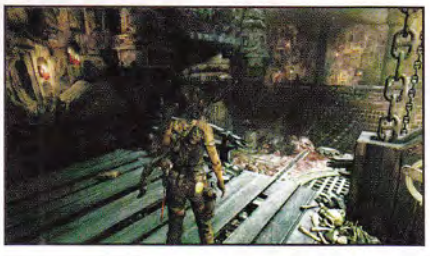
Soldier: Last Stand



From the beginning of the Chasm Shrine area, walk straight southeast to the door. Look to your right and the Document is on the ground just to the right of the door.

ENDURANCE OFFICERS

Whitman: Crossing the Line



From the start of the Chasm Shrine area, walk straight southeast to the door. Use your Axe and open the door and walk to the southeast. Follow the wooden walkway to the north and around to the southeast past the crank. This Document lies at the end of the walkway on the wooden floor.

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GPS CACHES

COASTAL FOREST



After grabbing the bow, head across the stream and jump up to a wooden walkway. Follow it and jump across the gap then turn right and Wall Scramble up to find the GPS Cache.



Keep heading downstream from the wrecked vehicle until you get to a hunter's roost near the stream. Jump up to the ledge and pull yourself up to retrieve this GPS Cache.



Head up the long stairs from the Mountain Temple Base Camp. At the top of this first area, walk between the two wooden barricades and immediately turn to the right. Head east until you reach the rock wall with the painted wooden ledge. Jump up on to the ledge and pass under the roof of the structure which houses the arrows and ammo box. After walking through the structure, turn left and jump up on top of the nearby rocks. This puts you on a small ledge near the waterfall. The GPS Cache is on the ground directly in front of the nearby crate.



After obtaining the GPS Cache up in the Hunter's Roost, drop down to the stream and continue down to the base of the small waterfall here to get the next GPS Cache.



Once you exit the Forest Ruins Camp, follow the rocky ledge to the east and jump to the next rock outcropping. Along its northwest edge you find a GPS Cache.



From the stairs at the shrine on the west side of the map, head northeast up the rocky incline. Once you reach the rocks that you need to jump to climb up onto, the GPS Cache is on the ground.

MOUNTAIN VILLAGE (NIGHT)



Head out from the Village Plateau Base Camp to the northwest and towards the waterfall. Jump in the water and walk up to the leftmost side of the waterfall to find this GPS Cache just under the surface of the water on some rocks.



Head northwest from the Village Plateau Base Camp until you reach a wooden cart near the stone lamp post. Run up the wooden cart and jump to the roof in the center of the small group of buildings. Turn left to face south and jump to the roof of a small building with ropes tied into its roof. Here you find the GPS Cache.

MOUNTAIN TEMPLE



From the Rope Ladder at the start of this area, head up the first small set of stairs and walk in front of the first small building heading towards the painted wooden wall to the right. Wall Scramble up this wall and turn back to your left and head into the small room on top of the building. Between the crate and the arrows on the wall you find this GPS Cache.

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Once you are inside the multi-story building just west of the plane wreckage, head up to the top floor using the stairs. Go out onto the balcony on the southeast side of the building. Turn to the west and jump up on to the roof at its lowest point. Head up this section of the roof and jump over on the west side of the roof; the grade here is less steep. Climb over the top of the roof heading northwest and jump over to the rocky ledge with the stone steps. On the northern side of this ledge you can find the GPS Cache on the ground.



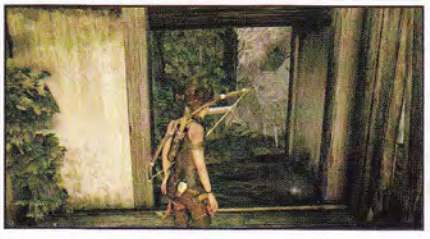
After using the zip line to exit the multi-story building, turn to face the tombstones lined against the rock nearby. The GPS Cache is on the ground right next to them.



After retrieving Roth's Pack from the Wolf Den look over the wooden fence to the right after exiting the cave. You can see a small roof below you. Jump over the fence to land on the roof below. The GPS Cache is laying on top of the roof.



From the Wolf Den, cross the nearby wooden bridge. On the cliff wall to your left there are white painted images. Follow the arrows on the cliff face and drop down into the pool. Keep following the arrows to a cave entrance. At the entrance you find this GPS Cache on the ground.



Once you have climbed up to the upper area of the waterfalls and defeated the enemies there, jump over to the building on the west side of the map. Enter the building and immediately turn north. Just outside the doorframe on the north side is the GPS Cache lying in the grass near the wall.



After lighting the statue near the top of the waterfalls jump across the small islands heading east. As you climb the small wooden stairs jump down to the roof of the building just to your south. Find this GPS Cache on top of the roof.

BASE APPROACH



After leaving Broken Tunnel Base Camp, head west around the rusted out truck. This GPS Cache is on the ground near the tires.



After clearing the guards in the base buildings, use the broken wooden planks to jump across to the upper level of the small building to the southeast. Immediately turn left and follow this walkway around to the back of the building. On the ground right before the dead end you find the GPS Cache, just past the food container.

MOUNTAIN BASE



Find this GPS Cache in the room right after you gain the Assault Rifle from the downed Solarii guard. Once you enter this narrow room, turn right and walk to the end of the room where you find the GPS Cache amidst a bunch of bottles on the floor.



After clearing the room where you are ambushed and flooded with spotlights, head down the stairs to the lower floor. Stay to the right and keep walking until you see three large rusted pipes coming out of the floor. Behind these three pipes is the final GPS Cache in this area which is located on the floor near the wall.

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BASE EXTERIOR



Cross the bridge from the Bridge Overlook Camp and fend off the ambushing Solarii. After you defeat them, walk past the old rusted truck on the bridge opposite from the side you crossed on. You find the GPS Cache on the ground near the truck's passenger door.

MOUNTAIN VILLAGE (DAY)



This GPS Cache is found underneath the stairs after you slide down the rope from the area where you defeated the Solarii guards near the Village Overlook Base Camp. Once you have slid down the rope, walk around the stairs until you can go under them. Look for the GPS Cache on the ground near one of the support beams.



Exit the caves leading to the Hall of Ascension Tomb and stand on the wooden ledge looking south. From this location you see a small island and tree stump with ropes encircling it. Use your Rope Arrow here to slide down to this island. The GPS Cache you are looking for is on the ground near some small bushes near where you landed.

MOUNTAIN VILLAGE (3RD VISIT)



Head southwest from the Mountain Descent Camp. When you reach the water near the campsite turn west and jump into the water, making your way upstream. Move onto the land, continue heading west, and follow the rock wall to your left. Circle around past the waterfall staying to the left of the water until you are heading southeast. The GPS Cache is on the ground near some bushes as soon as you start heading southeast.



Head south from the Mountain Descent Camp until you get to the edge of the water near the small post for Rope Arrows. Use your bow to create a zip line to the tree trunk just across the water to the south. Once you reach the other side, follow the path south then west until you reach the edge. The GPS Cache is lying on the ground near the base of the tree.



From the Mountain Descent Camp use the bow to traverse the gap to the south. Follow the ledge heading south and west until you find the Solarii. After taking care of these foes, drop down to the pathway and head as far south as you can on this island of rock. Use your bow to create a zip line and slide down to the building to the far south. The GPS Cache is located on a rock to the right of the door near the house.

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The plane that recently crashed now lies just north of the Village Plateau Base Camp. Head in between the wreckage and up the cockpit heading northwest. Jump up to the ledge and climb up. Head to the right of the wooden wall and make your way to the tree surrounded by bushes. Find the GPS Cache at the base of the tree among the various plant life.



From the Mountain Village Base Camp head to the new area to the west made by the plane crash. Move to the right of the building to the southwest until you see a wooden painted wall on the cliff face. Wall Scramble up the wall and proceed north to the stone stairs. Follow these stairs until you reach the top and see a small building to the south. Go around the small building and in between the tree and wooden fence to a small clearing. The GPS Cache is lying on ground.

SHANTYTOWN



To reach this GPS Cache from Helicopter Hill Base Camp stay on the west side of the map and head south down the first set of wooden stairs. Keep heading south, staying as far west as possible while traversing through the buildings. Once you are to the small wooden ramp, walk past it and circle around behind the tower. The GPS Cache is on the metal flooring between the fence and tower.



Go down both sets of stairs to the south of Helicopter Hill Base Camp. To your south is a ramp leading up into a building. Enter this building and use your shotgun to blow up the barricade to the southeast. Head southeast to the next barricade and use your shotgun again. Clear the barricade and head out the doorway to the southeast, turn right and shoot down the barricade with your shotgun. Now enter the small building to your left to find the GPS Cache resting on a wooden plank near the east wall.



This GPS Cache is located just underneath the barricade blocking the passageway to the Well of Tears Tomb. Once you use your bow to destroy the barricade, drop down into the passage and the GPS Cache is on the ground near some refuse and skulls.

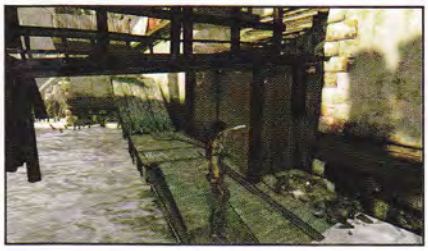


To get to this GPS Cache head down both sets of stairs from Helicopter Hill Base Camp. Go east across the open area and through the doorway that requires you to use your shotgun. Go up the three sets of stairs and head southeast through this small wooden structure, staying as far east as possible. Walk southeast and drop off the roof to the ground. To your east is a doorway that requires the use of your shotgun to open. Enter this small room and find the GPS Cache on the wooden floor at the base of the shelves.



From the building housing the entrance to the Well of Tears Tomb, head down the stairs and proceed north just to the right of the circular cage. Turn east immediately after the first set of stairs to your right. Walk between the railing and the building going east until you reach the small wooden stairs. Jump onto the landing to the east and blast open the nearby shotgun barricade. Enter the small room and retrieve the GPS Cache lying on the floor.

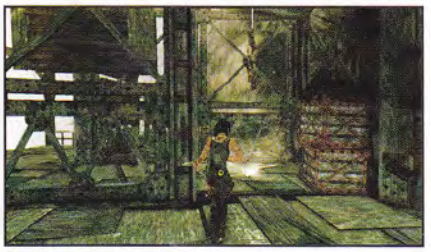
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Head south down the stairs from the Ancient Gate Camp and then through the muck to the south. Keep going south and up the stairs, traveling through the building. Once you get to the bridge, cross it until you see the ramp on the far side of the stream to the left of the bridge. Jump to this ramp and head back under the bridge and around the corner to find this GPS Cache on the ground.



You can get this GPS Cache after defeating the Solarii who ambush you when you first try to reach Grim. Jump onto the zip line they created and climb up the zip line to the north and drop down onto this first roof. Head west across the roof and blast open the barricade in the metal fence with your shotgun. Pass through the fence and head west down the wooden stairs. At the bottom of the stairs immediately turn to the south and cross halfway across the makeshift bridge. Drop down to the rock to retrieve the GPS Cache hidden here.



From the makeshift bridge in the southwest portion of the map proceed north past the wooden stairs leading up and towards the large tower structure. There is a rusted metal ramp leading inside this structure. Go inside and climb the rungs on the northwest wall. Head north and go to the right around the towering structure with the painted wooden wall directly in front of you. As you move north alongside this tower destroy the barricade with your shotgun. Step inside to retrieve the GPS Cache on the ground.



To get to this GPS Cache you must have already defeated the ambushing Solarii when you tried to reach Grim the first time. Traverse the large metal towers heading north until you cross the wooden bridge that passes directly south of the Ancient Gate Camp. Now head east past the painted wooden wall and the stacked crates. Turn to the north and walk up to the life preserver to find the GPS directly under your feet.



Once you are near the windmill blades and have defeated the Solarii defending the area, jump across the gap heading east. Go east until you are in the area with the moving cargo containers. Now turn north, walking past the crate on the ground near you. Wall Scramble up the painted wooden wall to your left. Once you climb up to this level, walk a few paces west and climb up the wooden rungs to you south. Now that you are on top of this large structure, turn immediately to the east and walk up the green roofing until you reach a pile of bottles on the ground to your right. The GPS Cache is hidden among these bottles.



Once you are near the windmill blades and have defeated the Solarii defending the area, jump across the gap heading east. Go east until you are in the area with the moving cargo containers. Now turn northeast and walk under the moving cargo containers and past the burning barrel near some fencing. Walk down the wooden walkway into what appears to be a rudimentary foundry area. As you head northeast, the GPS Cache is located on the ground near a bench and a wooden beam traversing a small gap.



Once you are near the windmill blades and have defeated the Solarii defending the area, drop down to the ground far below. When you land near the wooden stairs make sure you are facing west. Walk around the nearby metal debris heading west and then turn north where there is a large pile of clothes dumped on a few corpses. The GPS Cache you seek lies at the base of this pile.



Once you are near the windmill blades and have defeated the Solarii defending the area, drop down to the ground far below. When you land near the wooden stairs turn and face to the south. There is a crate lying on the ground a short distance from you. Move past this crate and through the small gap between the fence and the wall. Drop down from this ledge heading southwest. Now that you are down in this fenced in area, proceed to the west-most corner of the fence. The GPS Cache is lying on the metal flooring.



Once you are near the windmill blades and have defeated the Solarii defending the area, drop down to the ground far below. When you land near the wooden stairs turn and face to the south. Move past the crate you see to the south and destroy the nearby barricade with your shotgun. Walk down the stairs to the southeast into a small fenced in area with a clear view of a few waterfalls. Find this GPS Cache to the south near the fence and behind the only nearby bush.

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Move out from the Windmill Base Camp to the east into the cave. Follow this cave past two burning barrels where it opens up a bit more. Now turn north and move to the north cave wall up a slight slope. The GPS Cache rests among the vegetation.

GEOTHERMAL CAVERNS



Once you enter the large cavern from The Pit Base Camp, turn west and follow the west wall. Pass the first tunnel heading southwest and move to the next. This one has natural gas pumping down in front of the entrance to the tunnel. Use your Fire Arrow to ignite the gas and defeat the prisoner here. Climb up into the small alcove to the west and pick up the GPS Cache lying next to a Salvage crate.



Once you enter the large cavern from The Pit Base Camp move along the east wall past the gate and the pipe emitting gas. Follow this passage around past the caged prisoners, heading north then west. Just past the ledge to the north in the bone strewn hallway lies a GPS Cache on the floor near the north wall of the hallway.



After blowing up the metal doorway with the natural gas in the large cavern, follow the passageway to the east and then south. Move along the west wall when entering this larger area as the guards come to investigate the explosion. As you follow the wall and it angles to the east, the GPS Cache is on the ground near the south wall.



After getting past the metal doorway just north of the Catacombs Base Camp, drop down to the ground and head north up this passage. Go past the wall of candles and a metal cage structure to the east. The GPS Cache is lying on the ground against the north wall near some large rocks.



After you have reached the room where a group of Solarii was standing before a sacrifice to the Sun Queen, move to the southwest of the altar and up some stairs. Continue south past a pipe containing natural gas into this small area of the cave. To the south in this room is a food crate and lying right before it on the ground is the GPS Cache.

SUMMIT FOREST



Head out from the Summit Marsh Camp to the east and all the way down the stairs through the wooden arch. Stay as far north as possible and keep moving northeast between the dense area of trees. As you walk past a partially fallen tree there is a shallow pool of water containing the GPS Cache.

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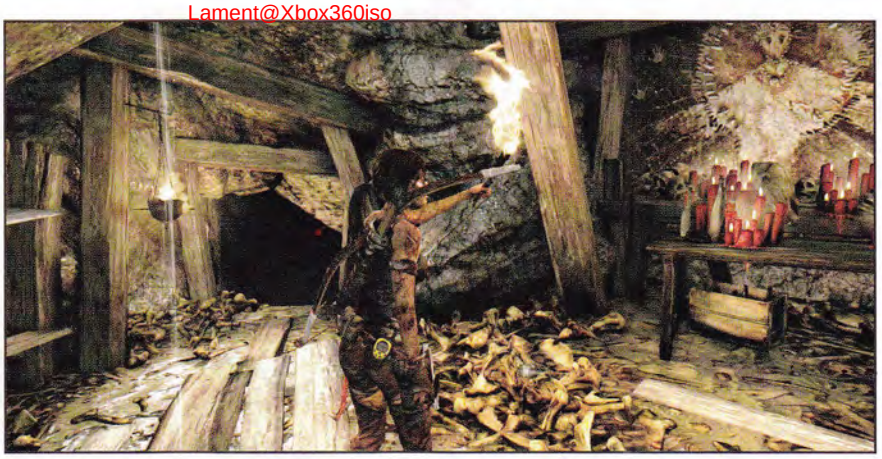
Enter the large forest area and follow the area border to the southeast. Keep following this wall until you see a post attached to a building with ropes around it. Pull down this wooden beam and Wall Scramble up the wall you just made. Turn around and face the direction you just climbed up. Jump across the gap to a small ledge where the GPS Cache is lying among the mushrooms growing on the ledge.



From the southernmost bridge, make your way northeast up the ledge to the west of the plane wing. Once you are at the map edge to the east on the ledge, turn southeast and jump the gap towards the plane wing. Cross the wing and destroy the barricade with your shotgun across the small gap. Now jump through the doorway you just created to land in a small cave. Turn southwest and approach the slippery ramp. Before sliding down, activate your Survival Instincts so you can time your next jump perfectly. Slide down the slippery ramp and at the very edge jump straight out and use your Climbing Axe to latch on to the rock wall here. Climb over to your right and then jump over to the ledge to the southwest. Walk southwest up this ledge to find the GPS Cache resting on top of a tree stump.



From the southernmost bridge in the large forest area, follow the east shoreline as far as it goes then drop into the water. Follow this stream to the east into a pool where there is a waterfall. The GPS Cache is under the water on the northwest side of the pool near the rock wall.



Starting at Hunting Lodge Base Camp, move east and up the stone stairs. Enter the cave and cross over the wooden bridge. Now use your bow to pull down the doorway in front of you. Follow the pathway to the north until it opens up into a room with a hanging deer carcass and a bunch of wolf pens. Climb onto the platform in the south of the room. Use your bow to pull the deer carcass towards you, then as the pole swings around from the weight of the deer jump onto it when it is lined up west to east. Swing off of this pole heading north and use your Climbing Axe to cling to the rock wall. Climb up into a room littered with Salvage and bones. You find the GPS Cache in the north area of the room underneath a pile of bones, just to the left of the crude depiction of the Sun Queen.

SHIPWRECK BEACH (DAY)



From the ruined bridge at the north of the map, jump east over the broken railing onto the rocks nearby. Climb up onto this ledge and walk past the thin tree. The GPS Cache is directly behind this tree near some small bushes.



From the ruined bridge at the north of the map, face south and follow the sandy trail until you pass two sections of wooden planks. Now turn southeast and follow the sandy trail in between the rocks and keep heading southeast along the rock wall to the east. The GPS Cache is located near the rusted Mine here along the east side's rock wall.



Leave the Survivor's Camp and drop down to the beach to the south. Follow the shoreline east until you get to a ruined wooden pier on the east side of this beach. The GPS Cache is underneath the pier lying in the sand.

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Leave the Survivor's Camp and drop down to the beach to the south. Turn to the west and from here you can see an anchor half buried in the sand near the water. The GPS Cache is on the south side of the buried anchor.



Move southwest from the Survivor's Camp. Instead of entering the brick building, Wall Scramble up the east wall to get to the roof. The GPS Cache is lying on the roof in the northeast corner near the broken walls.



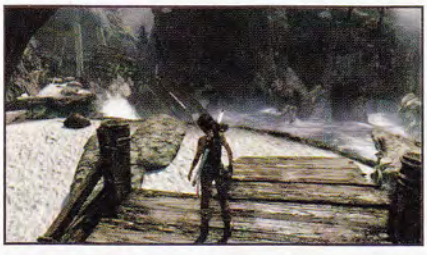
In order to get this GPS Cache you need the bow from Jonah. Travel east from the Survivor's Camp onto the ruined wooden pier to the southeast. At the edge of the pier look northeast and use your bow to fire into the climbable rock wall. Once you are up, Wall Scramble up the metal sheet onto the rusted beam above you. Cross the beam heading east and jump the gap to grab onto a pipe. Jump to climb up the metal grate above you, face northeast, and jump to the metal sheet on the side of the concrete pillar and Wall Scramble up to the top of the pillar. Now jump across the gap to the northeast onto the rocky ledge. The GPS Cache is on the ground against the cliff wall.



Using the bow Jonah gave you, make your way to the top floor of the ruined boat on the east side of the map. Move north, following the northeast edge of the boat. To the east you can see a yellow ladder climbing up the metal pipe. Climb this ladder until it ends then jump and scramble up to the next section of the ladder. Now climb to the top to find the GPS Cache lying on the metal flooring.



Slide down to the peninsula from the ruined boat on the east side of Shipwreck Beach. Move south along the east rock wall, past a waterfall near a metal ramp. Keep moving south along the wall's edge until you enter the water near a much larger waterfall. Move southeast onto the sand and turn immediately to the northeast. Now move up the stones into a small cave where this GPS Cache rests on the ground near a large supply of ammo.



Slide down to the peninsula from the ruined boat on the east side of Shipwreck Beach. Move south along the east rock wall, past a waterfall near a metal ramp. Keep moving south along the wall's edge until you enter the water near a much larger waterfall. Move south onto the beach and head southwest following the water's edge until you reach a ruined pier. Jump onto the rocks to the right of the pier and onto the wooden posts holding the pier up. Then jump up onto the pier and look for the GPS Cache lying on the wooden planks on the southeastern edge.



Slide down to the peninsula from the ruined boat on the east side of Shipwreck Beach. Move south along the east rock wall, past a waterfall near a metal ramp. Keep moving south along the wall's edge until you enter the water near a much larger waterfall. Move southeast onto the beach and follow the wall to your left, constantly heading east. As you pass onto a rock ledge near the cliff wall continue heading southeast onto the next beach as you pass between more shattered ships. After passing through the last ship, turn north and walk up to the wall. The GPS Cache is lying in the sand nearby.

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Slide down to the peninsula from the ruined boat on the east side of Shipwreck Beach. Move south and jump from the metal ramp to the concrete post. Jump from this post and Wall Scramble up the wooden wall. Make your way to the two barrels on the walkway and jump over the gap to the west onto a wooden ledge. Step through the doorway and jump onto the yellow ladder and climb up to another wooden walkway. Turn left and face the building. Now climb the wooden wall in front of you as far up as you can go, then jump from your handhold to the right where you can use your Climbing Axe to scale the wall. Scale the wall around to the west side and then up onto the top of the building. Zip line down to the next small island that is located to your northeast. After defeating the Solarii nearby, jump down to a ledge to your north. The GPS Cache is resting at the base of the two trees here.

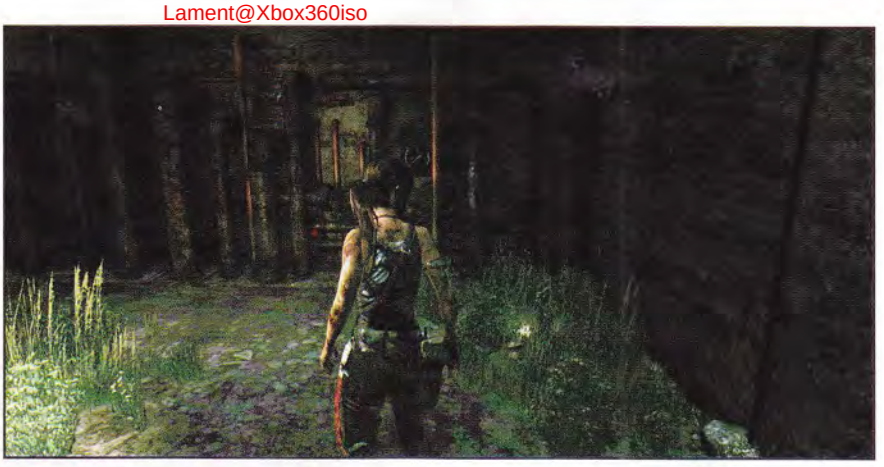


Zip line down to the northeast from the large tower that is on the southwest tip of the peninsula. Move northeast and drop down into the water below. Head east while wading through the water and climb up onto the ground. There is a path with a barrel leading down to the southeast and another one just to the left of it that dead ends. Move to the left and walk to the end of the path to find this GPS Cache just to the left of the barrel.

CLIFFSIDE BUNKER



From Bunker Vista Camp head straight north towards the small tree growing by the cliff. The GPS Cache is lying in grass to the right of the tree.



From the Bunker Vista Camp head northeast and use your bow to make a zip line to the rock walk southeast of your position. Climb along the rock wall to the south and use the pipes on the side of the building to make your way around to the front of the bunker. Climb up and into the bunker. As soon as you enter the bunker through the opening, travel northeast and crouch through the opening and follow the path until it opens up into a large multi-level room. The GPS Cache is to your right in the southeast corner of the room on the ground by some rusted pipes.



Make your way inside the bunker and up to the third floor, defeating all the Solarii on your way there. Follow the balcony around until you see a ramp aimed toward the hanging platform. Jump onto the platform and shimmy around to the right and climb inside. Face southeast and jump up onto the rooftop. Head around the hole to the north. Just to the left of the broken pillar is a GPS Cache lying among some grass and weeds.



From the Endurance Overlook Camp, head east around the nearby crates. In between the crates and the edge of the cliff you find this GPS Cache lying in the grass.



From the Endurance Overlook Camp, head southeast to the cliff edge and use your bow to make a zip line to the rocky plateau to the south. Use the zip line to reach the plateau and head to the southeast and walk to the left of the metal structure. Carefully circle around the boulder to your left to find this GPS Cache on the edge of this rock.

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SHIPWRECK BEACH (NIGHT)



Leave The Grotto Camp and head southeast of the plateau. Stand on the wooden planks next to the wood railing and drop down to the path below. Walk northeast on the path until you are close to the edge. The GPS Cache is lying on the edge of the grass and sand here.

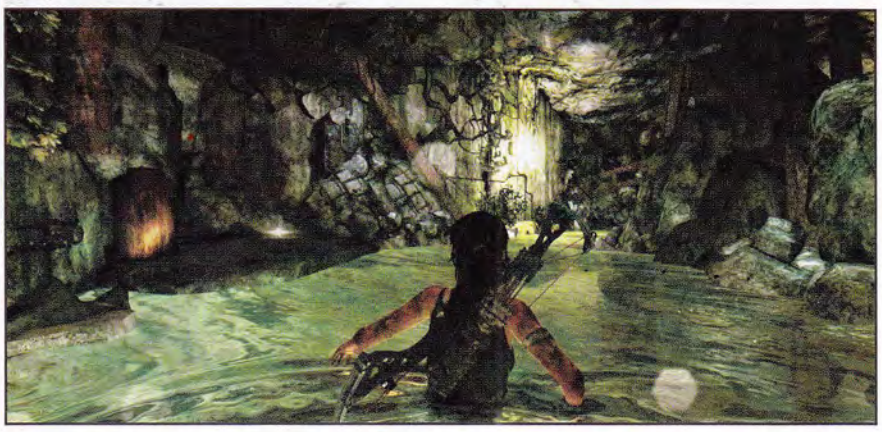


Leave the Survivor's Camp and head northwest until you reach the caged-in elevator shaft door. Use your Rope Ascender to break the door latch and enter the caged area. Now use your Axe on the lever to force the elevator to crash down. Ascend the elevator shaft by climbing up onto the top of it and then using your Climbing Axe to scale the rock wall above you. After you scale around to the southwest side, climb up onto the plateau above. Now head around the building where the shaft is located until you are on the northeast side. Climb the rungs and gain access to the roof of the elevator shaft. The GPS Cache is on the next higher section of metal roofing to your right.



After you have reached the top of the elevator shaft to the northwest of the Survivor's Camp, head northeast on the plateau so you can see another plateau far to the northeast with a water tower on it. Use your Rope Arrows and create a zip line to the rocky wall on the side. Zip line over and use your Climbing Axe to scale around the right side of the cliff. Once you are on the southeast side, climb up to the plateau and walk in between the water tower and the gondola tower. This GPS Cache lies right in between both of these towers among a few weeds.

RESEARCH BASE



As you first enter the Research Base, walk northwest and jump across the gap and grab onto the rock wall with your Climbing Axe. Scale down the wall and let go as you drop past the metal gate and reattach your axe at the next lowest rock wall. After slowing your momentum you can let go of the wall and drop into the water. Now head west along the south wall and climb up onto the ledge nearby. The GPS Cache is on this tiny ledge.



Walk to the metal door just southwest of the Research Lab Base Camp and use your Axe to open the door. Step into the doorway and jump across to the window, climbing up and then into the room. The GPS Cache is on the floor right near your feet when you land in the room.



You can reach this well-hidden GPS Cache once you break all the gears on the elevator and cause it to crash to the bottom floor. Jump into the elevator shaft to drop down to level one. Move through the hole in the southwest wall and walk forward a few paces. Now head through the gap in this north wall and turn to the west and follow the tracks all the way down the hall until you get to a yellow and black striped circle in the floor. Face north and walk up to the first set of stacked crates on the east wall. Climb on top of these crates and crawl along the top of them to reach a very small area stacked with even more crates. The GPS Cache is nearby, resting on one of the crates. Note: If you have gathered all the GPS Caches up to this point you are awarded with the second GPS Secrets Document and 1000 Salvage. To learn more about Trinity's interests go into your logs and read this letter.

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TREASURE MAPS

COASTAL FOREST

COASTAL FOREST TREASURE MAP



On the east side of the map, just east of the broken bridge, head up the stone incline south of the stream. Once you reach the top, jump from the wooden ramp onto the beam that goes over the bridge on the south side. Carefully walk across the beam and jump to the wooden platform. On top of the crate you find the Coastal Forest Treasure Map. Slide down the zip line once you are finished.

MOUNTAIN TEMPLE

MOUNTAIN TEMPLE TREASURE MAP



After you have climbed up the Rope Ladder, follow the path leading towards the stairs. Instead of going up the stairs go to the left of them and walk towards the waterfall. Jump down into the small pool where the waterfall ends and pass through the narrow rocks to enter a small cave. To your right is a crate with the Mountain Temple Treasure Map sitting on top of it.

MOUNTAIN VILLAGE (NIGHT)

MOUNTAIN VILLAGE RELIC MAP



You can reach this Treasure Map by successfully raiding the Tomb of the Unworthy.

BASE EXTERIOR

MOUNTAIN BASE TREASURE MAP

To get to this Treasure Map jump onto the zip line that heads down and to the east from the Radio Tower Base Camp on the third floor of the large building to the southwest. After zip lining down to the next building, walk around the burning barrel you landed next to and you can see the Treasure Map resting on a stack of wooden crates.



MOUNTAIN VILLAGE (DAY)

MOUNTAIN VILLAGE GPS CACHE MAP

You can reach this Treasure Map by completing the Halls of Ascension Tomb.



SHANTYTOWN

SHANTYTOWN RELIC MAP

You reach this Treasure Map by completing the Well of Tears Tomb.



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SHANTYTOWN GPS CACHE MAP



Collect this Treasure Map by completing the Chamber of Judgment Tomb.

GEOTHERMAL CAVERNS

GEOTHERMAL CAVERNS TREASURE MAP



This Treasure Map is very close to the Catacombs Base Camp. Move north out of the area with the camp and down the stairs until you are near the bottom. Look to the east to see a metal cage wedged between some wooden beams. Walk towards the cage and jump up to grab onto the wooden planks above it. Now scale these planks and jump straight up to grab one much higher up. Once you do this, climb up into a hidden area with some candles on wooden boards. On top of these boards you find the Treasure Map for Geothermal Caverns.

SHIPWRECK BEACH (DAY)

SHIPWRECK BEACH RELIC MAP



Complete The Flooded Vault Tomb to retrieve this Treasure Map.

SHIPWRECK BEACH (NIGHT)

SHIPWRECK BEACH GPS CACHE MAP



Complete the Temple of the Handmaiden Tomb to receive this Treasure Map.

CLIFFSIDE BUNKER

CLIFFSIDE BUNKER TREASURE MAP



After retrieving the Rope Ascender make your way back through the bunker until you are in the room with the large cannon again. Face northwest and pull down the wall with the Rope Ascender tool. Exit this new doorway and turn to the northeast and follow the wall. Circle around the tree and boulder in front of you and face the east to find the Treasure Map for this area on top of some sandbags.

SUMMIT FOREST

SUMMIT FOREST RELIC MAP



Complete the Stormguard Sanctum Tomb to retrieve this Treasure Map.

RESEARCH BASE

RESEARCH BASE TREASURE MAP



You can reach this Treasure Map once you break all the gears on the elevator and cause it to crash to the bottom floor. Jump into the elevator shaft to drop down to level one. Move through the hole in the southwest wall and walk forward a few paces. Now head through the gap in this north wall and turn to the west and follow the tracks all the way down the hall until you get to a yellow and black striped circle in the floor. Turn south and climb over the crates here to find the Treasure Map for this area sitting on top of a crate.

CHASM SHRINE

CHASM SHRINE TREASURE MAP



From the start of the Chasm Shrine area walk straight southeast to the door. Use your Axe and open the door and walk to the southeast. Follow the wooden walkway to the north and around to the southeast until you reach the wooden ramp facing northwest. Run up the ramp and jump to the wooden rungs. Climb up to this next level and head west and then south. Jump past the corpse over the gap to land on this small wooden ledge. Look on the table to your right to find this Treasure Map.

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TOMBS

MOUNTAIN VILLAGE (NIGHT)

TOMB OF THE UNWORTHY



Reaching this Tomb requires access to the Climbing Axe. Once you have this axe head up the cliff walls above the plane wreckage and follow the white paintings near the wooden bridge and waterfall. Follow the passage and pass the Tomb of the Unworthy Camp. The entrance to this Tomb is up the passage behind a curtain of water. Slide down the zip line once you are finished.

MOUNTAIN VILLAGE (DAY)

HALLS OF ASCENSION TOMB



Reaching this Tomb from the Village Overlook Base Camp requires you to slide down both ropes heading east. Now head up the stairs and use your Rope Arrow to traverse the gap to the north and climb the rock wall here. Keep heading north and use your Rope Arrow again to cross the next gap to the north. Follow the stairs and enter the opening in the cliff surrounded by white paintings. Keep heading north through the passage to enter the Tomb.

SHANTYTOWN

WELL OF TEARS TOMB



Reaching this Tomb from the Helicopter Hill Base Camp can be done from multiple routes. This one takes you past multiple collectible locations along the way. Go down both sets of stairs to the south of Helicopter Hill Base Camp. To your south is a ramp leading up into a building. Enter this building and use your shotgun to blow up the barricade to the southeast. Head southeast to the next barricade and use your shotgun again. Clear the barricade and head out the doorway to the southeast and step up into the next building directly south of you. Pass through this small building and drop down on the ground. Circle around the fenced in area containing ammo and proceed up the stairs to the south. This building has white mountains painted on the sides of the door. Before entering the building doorway disarm the trap by looking to your right and using your Fire Arrows to burn the Salvage sack. After defeating the small wave of Solarii that attack, use your bow to destroy the flooring in the middle of the room. Drop down into the small passageway and follow it until you drop down some ladders. Keep following the passageway until you come to a narrow part of the cave to squeeze through. Once you pass through this gap you find yourself inside the Well of Tears Tomb.

CHAMBER OF JUDGMENT TOMB

From the Windmill Base Camp follow the nearby cave entrance to the east until you slide down the wet rock surface and grab on to the ledge as far as you can go to the right. Now climb up the two rocky ledges above you. The cave splits here. Go right at the fork and continue along this dark passage until you reach a wooden beam crossing a chasm. Cross the chasm and continue following the passage until you reach a narrow crack in the rock wall. Once you pass through this crack you enter the Chamber of Judgment Tomb.

SUMMIT FOREST

STORMGUARD SANCTUM TOMB



Travel straight north from the Hunting Lodge Base Camp. Just to the east of the northernmost bridge there is a stone lamppost next to a cave entrance. Follow this winding passage to an opening and once you step inside you are in the Stormguard Sanctum Tomb.

SHIPWRECK BEACH (DAY)

THE FLOODED VAULT TOMB



Zip line down to the northeast from the large tower that is on the southwest tip of the peninsula. Move northeast and jump up to the next highest ledge. From here you can see what appears to be a bunker with a metal door going into the side of the cliff. Pry open this door with your Axe. Enter the building and turn right, then take a few steps and turn left and enter this next doorway. Walk to the back of this room and climb up the ladder then turn east and run to the edge of the floor and jump east to the rocky wall. Use your Climbing Axe to climb up this next level. Follow the path and crawl through this next passage to the northwest until it opens up. Wall Scramble up the wooden wall to the west and follow the path up and around until you are heading southwest. Enter the upper level of the bunker by using the wooden ramp in front of you. Now head southeast to a small opening in the wall and crawl through this dark passage until it opens up into a larger hallway. Proceed to the end of the hallway to reach The Flooded Vault Tomb.

SHIPWRECK BEACH (NIGHT)

TEMPLE OF THE HANDMAIDENS TOMB

From the Survivor's Camp, head northeast until you are close to the pole holding the zip line. From here you can see a wall barring the entrance to an underground bunker. Use your Rope Ascender and bow to pull down the barricade. Enter the doorway and head down the tunnel to the east. Follow the cave until you come across an underground pool and waterfall. Cross over the broken bridge to the northeast using your Rope Arrows. Follow the pathway north, then west, and finally north again until it opens up into a large cavern. Upon entering the cavern you find yourself in the Temple of the Handmaidens Tomb.

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CHALLENGES

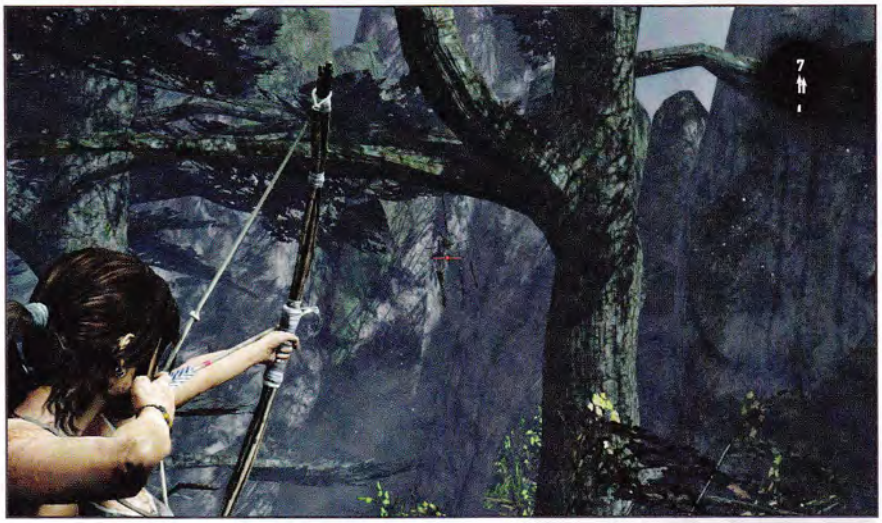
Many areas provide Challenges for you to complete. These earn you extra XP, and are just plain fun as well. We've listed the number of items you need for each Challenge. Some areas provide more items than you need to complete a certain Challenge but we've listed them all here so you can find each and every one.

GHOST HUNTER

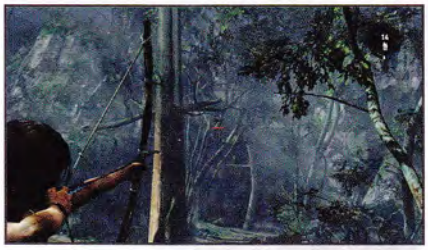
DESTROY TEN TOTEMS

Coastal Forest

Head back out from the Sheltered Ridge Camp to the South. After exiting the low hanging area, look out at the trees to see the first Totem hanging from a tree. Shoot this with your new bow.



Look for this Totem hanging from a branch of the same tree where you found your bow.



There is a thin tree growing in the shadow of a larger tree just to the south of the large nearby boulders. The Totem is hanging from a small branch of this tree.



This Totem hangs underneath the ledge of this rock formation, on the south side in the shadows.



Approach the two large rock formations with a tree bridging the gap between them, and look under the ledge of the right outcropping to find this Totem in the shadows.



Approach the bridge in the middle of the map from the west side. Underneath the bridge you find this small Totem hanging low in the shadows.



You can spot this Totem as it hangs from a tree branch very near the fire burning on the northwest side of the center bridge.

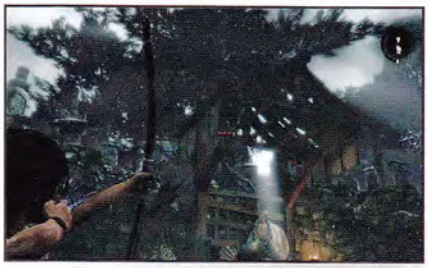


Continue up the stream from the bridge in the middle of the map and you come across a broken bridge right before a waterfall. Underneath the bridge on the northern side of the stream you see a Totem hanging far above you.



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When you are near the shrine on the west side of the map, just north of the stream, look up above the broken statue. Hanging just underneath the roof you spot a hanging Totem.



When you are near the shrine on the west side of the map just north of the stream, look up above the broken statue. Hanging just underneath the roof you spot a hanging Totem.



As you approach the Mountain Temple Base Camp, look directly over the Camp to see this Lantern hanging on a post on the west side of the building, overlooking the camp.

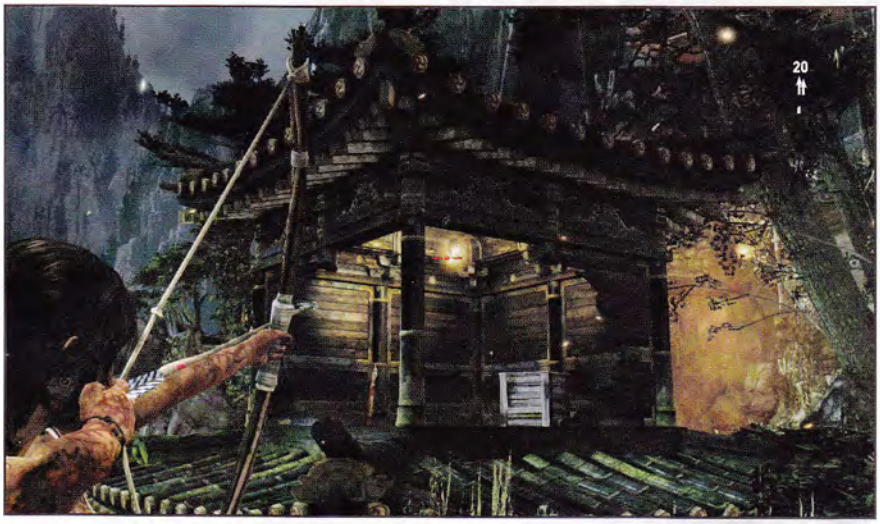


PYROMANIAC

DESTROY FIVE LANTERNS

Mountain Temple

You find this Lantern hanging from the ceiling on the top level of the first building in this area. You can get to this Challenge by heading to the right from the Rope Ladder and use the Wall Scramble ability to climb up the ledge near the first building. Once you are up, turn left and look into the room where you can see the Lantern.



After walking up the stairs from the Mountain Temple Base Camp, Defeat the enemies at the top of the stairs and then walk to the left of the large building to the north. Go around the wooden cart and the tree on the southwest corner of the building. Once you are on this side of the building you can see the Lantern hanging from the northwest corner across a small gap.



Follow the stone stairs all the way to the large building in the northeast. Climb the broken wall and enter the building. As soon as you drop down from climbing the wall you see the Lantern hanging just above a flammable barricade. Shoot this Lantern to earn credit for this Challenge and also clear the path, allowing you to move further inside the building.



To get this Challenge item, cross the bridge near the Mountain Temple Base Camp. Just after you cross the bridge there is a small ledge to your left. Walk out onto that ledge and turn so that you are facing southeast. Look up onto the cliff edge where you see the Lantern hanging from the ceiling of a small structure near a barrel.



Follow the stone stairs all the way to the large building in the northeast. Before climbing into the building, look to the southwest and jump to the top of the small roof just below. Now look southeast and up to the second story of the large building on the hill. The Lantern is on the right side of the building roof from this position.



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LIGHT TEN STATUES

Mountain Village (Night)

Heading out from Village Plateau Base Camp, make your way to the stone lamp post near the fallen wooden cart to the west. Light your torch, jump down, and walk into the center wooden structure where there is a large Statue. Light the incense on the plate to start this Challenge.





Once you have climbed up to the upper area of the waterfalls and defeated the enemies here, jump over to the building on the west side of the map. Walk out of the building on the north side and climb up the rock face here. Once you reach the top you see the Statue that you need to light. Cross over the small islands and light your torch at the stone lamp post then head back to the Statue to light it.

Mountain Village (Day)

Find this Statue after your brief talk with Roth at the Village Overlook Base Camp. Head up the stairs after defeating the Solarii near the house containing the Medicinal Herb Relic. The Statue is at the top of the stairs on your left.



After sliding down the rope from the Village Overlook Base Camp and going up the stairs to slide down another rope, head up the wooden stairs into the ruined house. Once you are in the building, face northwest and jump through the doorway to the high ledge nearby. This Statue is against the cliff edge.



Travel from the Village Overlook Base Camp and go down the two rope lines, always heading east. Head north up the stone stairs and use your Rope Arrow to go up to the next ledge. Once you have scaled the nearby rock wall, look for a small passageway into the rock face to your west. Inside this passage is another Statue.



Head south from the cave leading to the Hall of Ascension Tomb and drop down to the small roof near the waterfall and fallen tree. Head east, crossing the fallen log, and immediately use your Climbing Axe to head up the rock wall facing you. Once you climb on top of this ledge there is a small structure housing the Statue.



From the center island south of the cave leading to the Hall of Ascension Tomb, jump southwest down to a ledge near another tree stump with ropes around it. Climb the stone stairs leading around the rock until you reach the Statue.



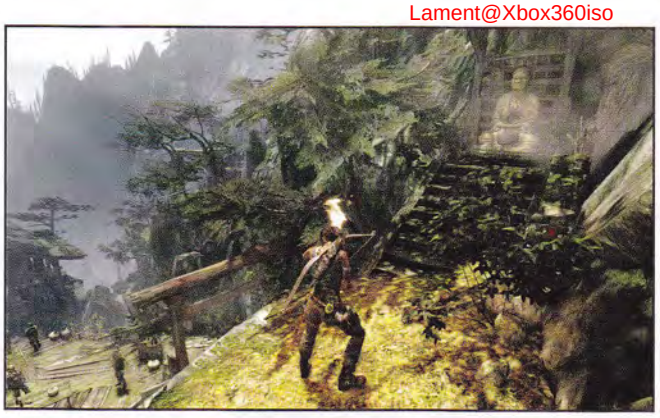
Mountain Village (3rd Visit)

Once you leave the Mountain Descent Camp, head south to the river. Drop down into the water and follow the wall to your left, heading southeast. Climb up out of the water and onto the small rocky ledge near the waterfall to reach this Statue.



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Head south from the Mountain Descent Camp until you get to the edge of the water near the small post for Rope Arrows. Use your bow to create a zip line to the tree trunk just across the water to the south. Once you reach the other side, follow the path south, then west, until you reach the edge. Jump onto the arch and carefully cross it to the other side, jumping onto the ledge to the southwest. Follow this short path to the Statue.



From the Mountain Village Base Camp head to the new area to the west made by the plane crash. Move to the right of the building to the southwest until you see a wooden painted wall on the cliff face. Wall Scramble up the wall and the Statue is directly in front of you to the north.



EGG POACHER

STEAL FIVE EGGS

Mountain Village (Night)

Once you are inside the multi-story building just west of the plane wreckage, head up to the top floor using the stairs. Go out onto the balcony on the southeast side of the building. Turn to the west and jump up onto the roof at its lowest point. Head up this section of the roof and jump over to the west side of the roof; the grade here is less steep. Staying near the wall of the larger roof to your right, climb over the roof and walk down to the edge where you see a bird's nest with Eggs inside. Grab the Eggs to start this Challenge.



Once you have climbed to the upper area of the waterfalls and defeated the enemies here, jump over to the building on the west side of the map. On the northeast side of the building Wall Scramble up twice and climb up the wooden ledge hanging off the north side of the building. Now jump on top of the crate on this ledge then Wall Scramble and climb up on top of the roof. On the north side of the roof your goal is in a large nest.



Mountainside Village (Day)

This nest of Eggs is located very near the Hall of Ascension Tomb. Head south from the cave leading to the Tomb and drop down to the small roof near the waterfall and fallen tree. Cross the fallen tree, heading east and passing the climbable rock wall. Follow this ledge around until you reach the nest of Eggs.



From the center island just south of the cave leading to the Hall of Ascension Tomb, jump southwest down to a ledge near another tree stump with ropes around it. Climb the stone stairs leading around the rock until you reach the statue. From this statue you can use your Rope Arrow to make a zip line heading to the island to the northeast. Use the line and Wall Scramble up the nearby wooden wall with paint on it, pass under the structure, and drop down to the ledge on the west side of the island near a Rope Arrow post. On this ledge is a hidden nest of Eggs.



Mountain Village (3rd Visit)

From the Mountain Village Base Camp head to the new area to the west made by the plane crash. Move to the right of the building to the southwest until you see a wooden painted wall on the cliff face. Wall Scramble up the wall and head to the east. Jump off the ledge onto the roof of the building just to the east. Cross the roof and find a nest of Eggs just past the peak on the north side.



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NON-BELIEVER

DESTROY FIVE BANNERS

Mountain Base

Once you cut off the gas flow at the beginning of this area and eliminate the guards near the explosive barrel in the long hallway, go into the first door on the right to reach the bathrooms. Head to the burning barrel and light your torch. Now return to the hallway, go to the end, and enter the room on the left. You can see the red and white Banner in the middle of the west wall. Use your torch to burn the Banner and start this Challenge.



When you defeat the dual-machete-wielding Solarii and climb into the generator room, look around for lanterns on the floor. Grab one of these lanterns and toss it at the Banner on the wall adjacent to the hallway you just left.



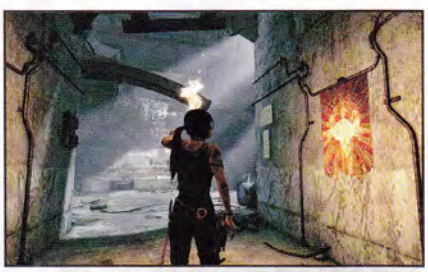
To destroy this Banner you need to make sure you have a lit torch. The doorway leading down to the bathrooms has now been blasted open so head back down and relight your torch, then head into the room with the downed Solarii. Head to the northeast corner and find the Banner right next to a generator on the wall.





This Banner is hidden behind the wall just underneath the Map Room Base Camp. From the Camp, drop down and exit the double doors to light your torch at the burning barrel. You have to defeat a machete-wielding Solarii here. Now go back through the double doors, turn left, and enter the small room with all the equipment and the warning message. After entering the doorway, immediately turn right to find the Banner on the wall a few paces to the northwest.

The last Banner is located in the communications room. After using the Axe to open the door and talking to your crewmate, head back through the door to light your torch at the burning barrel. Now enter the door to the communications room. The Banner is on the wall directly to your right.

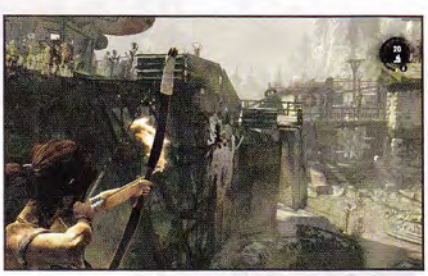


LAID TO REST

DESTROY FIVE EFFIGIES

Shantytown

This first Effigy is located just to the south of the helicopter attached to some wooden beams. Move from Helicopter Hill Base Camp to the south, down the wooden stairs, then turn left to see the Effigy.



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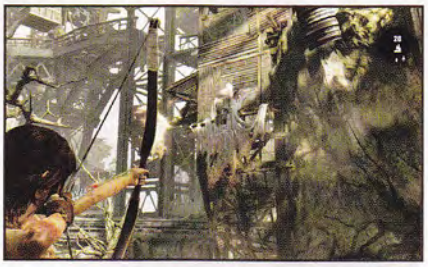
Exit the building housing the passageway to the Well of Tears Tomb. Turn immediately right and climb up the two low hanging roofs to the east. Now turn southeast to see the Effigy hanging up on the wall to your right.



Exit the building housing the passageway to the Well of Tears Tomb. Turn immediately right and climb up the two low hanging roofs to the east. Walk a few steps forward and climb up on top of this third building's roof. Now look to the northeast to find the Effigy hanging above a makeshift fence in the distance.



Leave the Ancient Gate Camp and head south down the stone stairs until you get to a wooden railing. Turn southeast and cross over the drainage pipe onto the wooden floor. Head southwest and then drop down to the next wooden balcony. Look west and the Effigy is hanging on the side of tall scaffolding.



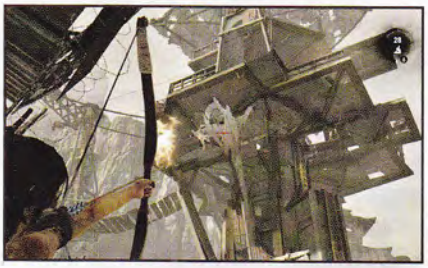
From the makeshift bridge in the southwest portion of the map, proceed north past the wooden stairs leading up and towards the large tower structure. There is a rusted metal ramp leading inside this structure. Go inside until you reach the northwest wall and climb up the rungs on this wall. Now turn to the north and look way up on the cliff wall to spot another Effigy.



From the Helicopter Hill Base Camp, head down both sets of stairs and immediately head east and cross the open area until you get to a set of small stone stairs. There is a shotgun barricade here. Destroy the barricade and fight off the Solarii who attack you in the area beyond. Once you have dealt with the Solarii, head up all three sets of stairs, turn to your left, and jump across the small gap. Follow the wooden walkway to the west until you can drop down to another walkway. Now head north around the helicopter again until you are northwest of the helicopter. To your west is an Effigy hanging near the fencing.



Head south down the stairs from the Ancient Gate Camp and then through the muck to the south. Keep going south and up the stairs, traveling through the building. Once you get to the bridge look up and to the southeast just to the left of where Grim is hanging from the ladder. The Effigy is hanging against the tower underneath the platform high above.



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Once you are near the windmill blades and have defeated the Solarii defending the area, jump across the gap heading east. Continue east until you are in the area with the moving cargo containers. Turn north, walking past the crate on the ground near you. Wall Scramble up the painted wooden wall to your left. Once you climb up to this level walk a few paces west and climb up the wooden rungs to you south. Now that you are on top of this large structure, turn immediately to the east and walk up the green roofing. Keep heading east towards the waterfall until you can walk out onto a platform. There is an Effigy slightly to your right and down, hanging near the painted symbols by a cave.



Once you are near the windmill blades and have defeated the Solarii defending the area, jump across the gap heading east. Continue east until you are in the area with the moving cargo containers. Turn north, walking past the crate on the ground near you. Wall Scramble up the painted wooden wall to your left. Once you climb up to this level walk a few paces west and climb up the wooden rungs to you south. Now that you are on top of this large structure, turn immediately to the east and walk up the green roofing. Keep heading east towards the waterfall until you can walk out onto a platform. Turn to your left and look north to find this Effigy attached to the cliff wall.



DISABLE FOUR ALARMS

Shantytown

Head south and stay along the west side of the map from the Helicopter Hill Base Camp. Travel through the structures on this side until you reach a small wooden ramp. Use the ramp to jump up to the higher level of the tower. Go around the tower until you see the white painted wooden planks and climb up to the next level. Now circle around the tower until you see the Alarm which is facing out towards Shantytown.



After surviving the ambush from the Solarii that were chasing Grim, use the zip line they attached and climb it back across the water onto the roof of the building to the north of the bridge. Go north on the rooftop and climb up the yellow ladder. Once you are on top of this roof the Alarm you need to disable is right next to you.



From the makeshift bridge in the southwest portion of the map, proceed north past the wooden stairs leading up and towards the large tower structure. There is a rusted metal ramp leading inside this structure. Go inside until you reach the rungs on the northwest wall and climb up. Now head north and go to the painted wooden wall directly in front of you in the next tower. Wall Scramble up to the next level and follow the metal roofing around to the north and up another painted wooden wall. Turn west, walk a few paces, and immediately head southwest and jump to the wooden rungs and climb up. There is a wooden ramp directly in front of you. Run up the ramp, facing back the way you came, and jump to the pole and swing to another set of wooden rungs. Climb up to this level and head northeast where another Alarm sits on the edge overlooking Shantytown to the east.



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Once you are near the windmill blades and have defeated the Solarii defending the area, jump across the gap heading east. Continue east until you are in the area with the moving cargo containers. Turn north and walk past the crate on the ground near you. Wall Scramble up the painted wooden wall to your left. Once you climb up, the Alarm you need to dismantle is right before you.



Once you are near the windmill blades and have defeated the Solarii defending the area, drop down to the ground far below. When you land near the wooden stairs turn and face south. There is a crate lying on the ground a short distance from you. Move past this crate and through the small gap between the fence and the wall. On the ledge to your right is an Alarm.



FIRESTARTER

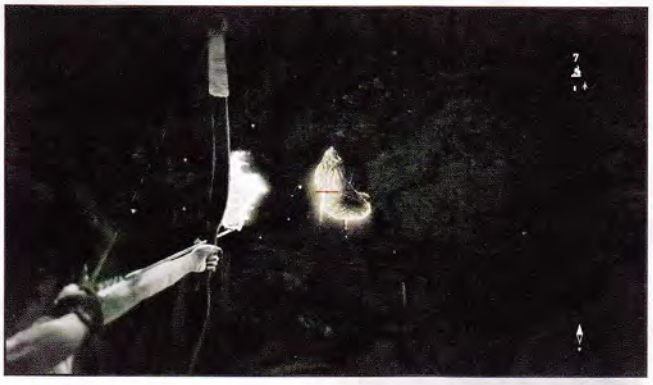
BURN SIX SACKS

Geothermal Caverns

Follow the passageway south from The Pit Base Camp until you reach the large open cavern. Use your Survival Instinct and look up and west to spot the hanging Sack you need to burn.



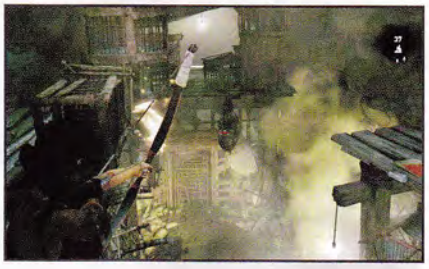
Once you enter the large cavern from The Pit Base Camp turn west and follow the west wall. Pass the first tunnel heading southwest and move to the next. This one has natural gas pumping down in front of the entrance to the tunnel. Use your Fire Arrow to ignite the gas and defeat the prisoner here. Stand against the wall where you would climb into the alcove but instead turn and face northeast. Use your Survival Instinct to spot this hanging Sack hidden in a hole through the ceiling.





When you enter the large cavern from The Pit Base Camp move along the east wall past the gate and pipe emitting gas. Stand in the wooden frame just before the hanging light bulb. The Sack hangs from the ceiling to the northwest. If you have trouble seeing the Sack use your Survival Instinct.

Move north from the Catacombs Base Camp and break the pipe holding the natural gas. Blow up the gas to cause a large metal cage to go sliding to the north. Now head down the stairs and use the cage to jump to the higher ledge and crawl up onto the walkway. Stealthily move north around the metal cages until you can see all three Solarii who are standing near the natural gas to the south. Use a Fire Arrow to blow up the gas and kill all the enemies. Just to the north of the metal doorway you couldn't pass is the next hanging Sack under the walkway you crossed a moment ago.



Move north from the Catacombs Base Camp. Go down the stairs and jump on top of the metal cage you freed earlier. Jump up to the ledge to the north and climb up onto the walkway here. Walk to the end of this walkway moving north. At the edge look up and to the northwest and use your Survival Instinct to spot this hanging Sack.



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Move north from the Catacombs Base Camp. Go down the stairs and jump on top of the metal cage you freed earlier. Jump up to the ledge to the north and climb up onto the walkway here. Move north until you can jump to the landing to your west. Once you jump across, climb up the wall to a rocky ledge with water running down the wall. Now use your Climbing Axe to scale this next wall to the northwest. At the top of the area move north and climb up to another ledge. Use your Survival Instinct to see the hanging Sack in the passage before you near a Solarii with his back to you. Defeat all the nearby Solarii before burning the sack.



RED CAP ROUNDUP

COLLECT TEN MUSHROOMS

Summit Forest

From the Summit Marsh Base Camp, head east down the stairs. As soon as you can, head southeast off the stairs by following the large rocks that make up the border of the map. Use your Survival Instincts to spot the Mushroom in the dark a short distance away by the base of a tree.



From the Summit Marsh Base Camp, head east down the stairs. As soon as you can, head southeast off the stairs by following the large rocks that make up the border of the map. Follow the map edge southeast and around past the helicopter until you are heading east. Use your Survival Instincts so you can spot the Mushroom in the dark. This Mushroom is behind a tree near the map edge.



Head out from the Summit Marsh Camp to the east and all the way down the stairs through the wooden arch. Keep running northeast until you pass through a second arch. Follow this forest trail northeast and pass the broken tree stump. Walk a few more paces northeast past the large rocks on your left and behind the bushes near these rocks is the Red Cap Mushroom.



From the entrance to the large forest area, head east to the northernmost bridge. Turn around and walk northwest with your Survival Instincts activated to spot the Mushroom growing near the base of a tree stump.



From the entrance into the large forest area, travel east and slightly south until you are near the river's shoreline. Use your Survival Instincts to search the nearby ground for this Mushroom. It is just a bit northwest of the nearby tree stand.



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From the southernmost bridge, which is made up of plane wreckage, travel west up a rocky incline. As you reach the edge activate your Survival Instincts to spot a Mushroom growing on a ledge above you. Jump across the small gap and climb up to retrieve it.



Once you enter the large forest area make your way southeast to the southernmost bridge. Stay on the west shoreline of the water here. Now follow the shoreline to the south as far as you can go then circle around the larger tree growing near the rock wall. Behind the tree and near the rocks is a Red Cap Mushroom.



Travel to the southernmost bridge in the large forest area. Go east here and pass between two rock ledges. The fallen plane wing is on the left ledge. Keep moving between the two rocks until you are under the plane wreckage. The Red Cap Mushroom is behind a bush here at the end of the path. Use your Survival Instincts if you have trouble seeing it.



Head to the northernmost bridge in the large forest area. Cross this bridge heading southeast. Once you are across the bridge, turn north and walk around the northeast corner of the bridge and back towards the water. The Red Cap Mushroom is growing right next to this corner of the bridge.





Head east from the Hunting Lodge Base Camp. Move up the stone stairs and find this Red Cap Mushroom growing underneath some bushes near the southeast rock wall.

CAIRN RAIDER

FIND FIVE CAIRNS

Shipwreck Beach (Day)

From the ruined bridge at the north of the map, face south and walk across the bridge and the wooden steps. Immediately to your right is a sandy path, turn and follow it west and you see an opening on the ledge between two rocks. Drop down to the water from this opening. Use your bow to pull the two floating containers to the tall rock pillar's east side, near the climbable portion of the pillar. Just to the south of the pillar are some rocks you can stand on. Use these rocks to jump to the floating containers and then jump up and use your Climbing Axe to scale around the pillar and up on top of it. At the top, on the south end, is the Cairn.



From the ruined bridge at the north of the map, face south and follow the sandy trail until you pass two sections of wooden planks on the trail. Now turn southeast and jump onto the ledge that is against the large rock formation directly in front of you. Follow this ledge all the way around until you are facing east where the ledge ends. Jump up onto the next highest ledge in front of you to find the Cairn.



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MINE SWEEPER

DESTROY TEN MINES

Shipwreck Beach (Day)

From the ruined bridge at the north of the map, face south and follow the sandy trail until you pass two sections of wooden planks on the trail. Turn southeast and follow the sandy trail in between the rocks and keep heading southeast along the rock wall to the east. The old rusted Mine is near the rock wall.

From the ruined bridge at the north of the map, face south and follow the sandy trail passing over some wooden planks on the trail. When you reach the fourth set of planks you find yourself near an old rusted out truck and a wooden ramp leading up over the fence to the west. Cross over the fence and keep heading west to a circular rock plateau you can easily step up to. The Cairn is located on the west side of this plateau.





Slide down to the peninsula from the ruined boat on the east side of Shipwreck Beach. Move south and to the right of the burning barrel. Keep heading south down the sandy trail and at the building turn to the southwest and follow the path all the way around the building. The Cairn is at the corner where the path turns to the southeast near a wooden railing.



Leave the Survivor's Camp and drop down to the beach to the south. Follow the shoreline east. The Mine you are looking for is on the edge of the beach in the water just before you get to the ruined wooden pier.



Leave the Survivor's Camp and drop down to the beach to the south. Turn to the west and from here you can see an anchor half buried in the sand near the water. Move to the south side of this anchor and look south out in the water to find this Mine.



From the bunker that leads to The Flooded Vault, turn left and head across the wooden bridge traveling southeast. When you get to the wooden ramp, turn to your right and drop down to the ledge facing southwest. Now run towards the pole sticking out from the cliff side and use it to swing across the gap to the next ledge. As soon as you land take a few steps forward to find this Cairn at the base of a tree.

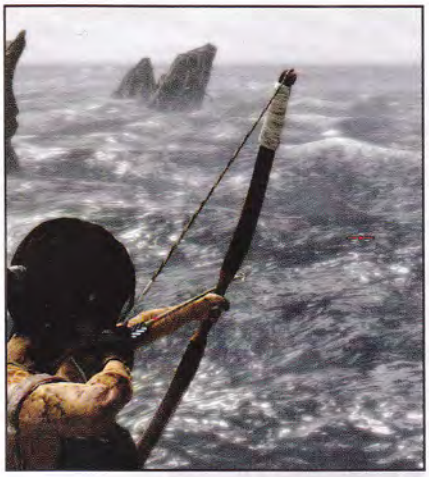


Make your way from the old gunboat that Reyes is working on to the south along the broken pier and up the ladder at the old crane. Zip line down to the galleon and make your way through and around the ship until you retrieve the Block and Tackle and the mast crashes down. Head down the broken mast that just fell and past the wooden wall on your left. Move up to north edge of this section of the boat and look out into the water to your north. The Mine is down below in the water with waves crashing over it.



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Make your way from the old gunboat that Reyes is working on to the south along the broken pier and past the yellow ladder on the block of concrete where the crane is housed. Go to the edge of the concrete to the left of the fence and look out into the water to the south. The Mine you seek is out in the middle of the water to the right of the old galleon ship wreck.



In order to get to this Mine you need the bow from Jonah. Travel east from the Survivor's Camp onto the ruined wooden pier to the southeast. At the edge of the pier look northeast and use your bow to fire into the climbable rock wall. Once you are up, Wall Scramble up the metal sheet onto the rusted beam above you. Cross the beam heading east and jump the gap to grab onto a pipe. Jump to climb up the metal grate above you, face northeast and jump to the metal sheet on the side of the concrete pillar and Wall Scramble up to the top of the pillar. Jump across the gap to the northeast onto the rocky ledge. Jump across the gap to the southeast onto the edge of the boat. Walk southwest all the way down to the end of the ledge you are on and look southeast down into the water just above the nearby hanging crate. The Mine is in the water below.



Slide down to the peninsula from the ruined boat on the east side of Shipwreck Beach. Move south and to the right of the burning barrel. Keep heading south down the sandy trail and at the building turn to the southwest and follow the path just past the makeshift wooden railing with metal sheets attached to it. At the end of this railing, look west into the water to see the wreckage of a ship surrounding a rock. Near the curved edge of the wreckage, just south of the rock, the Mine bobs up and down in the water. Wait until it rises to get a clean shot at it.



Slide down to the peninsula from the ruined boat on the east side of Shipwreck Beach. Continue south along the east rock wall, past a waterfall near a metal ramp. Keep moving south along the wall's edge until you enter the water near a much larger waterfall. Look southeast on top of the sandy ridge past a few boulders to see the buried Mine.



Slide down to the peninsula from the ruined boat on the east side of Shipwreck Beach. Move south along the east rock wall past a waterfall near a metal ramp. Keep moving south along the wall's edge until you enter the water near a much larger waterfall. Move southeast onto the beach and follow the wall to your left, constantly heading east. As you pass onto a rock ledge near the cliff wall, continue heading southeast onto the next beach as you pass between more shattered ships. After passing through the last ship, turn southwest to see another Mine half buried in the sand.



Slide down to the peninsula from the ruined boat on the east side of Shipwreck Beach. Move south and jump from the metal ramp to the concrete post. Jump from this post and Wall Scramble up the wooden wall. Make your way to the two barrels on the walkway and jump over the gap to the southwest. Run up the wooden ramp and jump over the gap to grab the wooden planks and climb up to the next walkway. Walk up the stairs and turn to look south and down, just above the rocks on the shoreline. The Mine you seek is bobbing up and down in the water near the rocks.

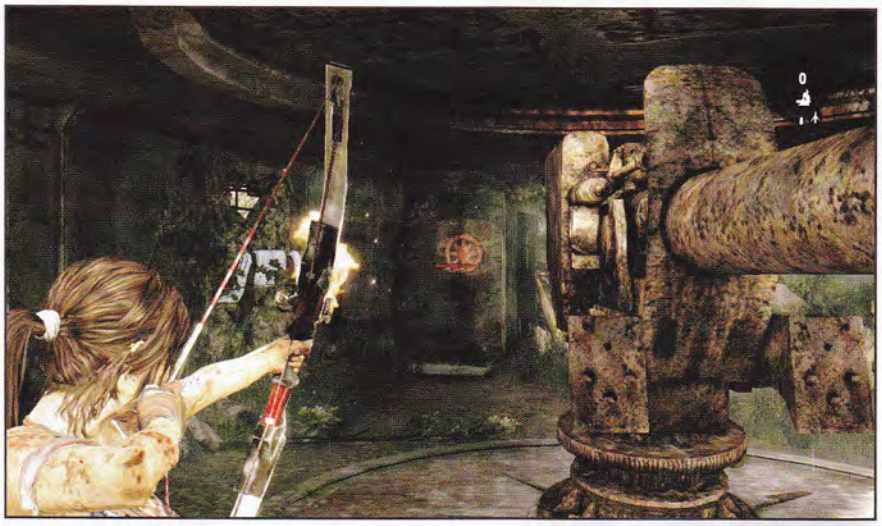


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BURN FOUR FLAGS

Cliffside Bunker

From the Bunker Vista Camp head northeast and use your bow to make a zip line to the rock walk southeast of your position. Climb along the rock wall to the south and use the pipes on the side of the building to make your way around to the front of the bunker. Climb up and into the bunker. As soon as you enter the bunker through the opening, look directly in front of you to spy a Flag left by the previous inhabitants. Burn the Flag to start the Challenge.



Once you have entered the bunker from the outside cliff, pass through the tight passage to the north. Take out all the Solarii in this large room before heading up the small stairs leading to the room on the back of the northeast wall. Continue to the northwest corner of the building. As you turn the corner to head up the stairs, clear out the Solarii at the top. Now proceed up the stairs, heading southwest, and round the corner to head southeast. You must defeat more Solarii here. Now turn northeast and run and jump across the gap. Follow this walkway and jump to a piece of flooring hanging down from the floor above you and climb up it to the next level. As soon as you climb up, face southwest and look under the lift hanging in the open. On the far wall is another Flag for you to burn.



Make your way inside the bunker and up to the third floor, defeating all the Solarii on your way there. Follow the balcony around until you see a ramp aimed toward the hanging platform. Jump onto the platform and shimmy around to the right and climb inside. Face southeast and jump up onto the rooftop. After you have climbed to the rooftop, turn and face northeast and look up near the top of the crane tower. On its southwest corner is a Flag hanging on the side.



Make your way inside the bunker and up to the third floor, defeating all the Solarii on your way there. Follow the balcony around until you see a ramp aimed toward the hanging platform. Jump onto the platform and shimmy around to the right and climb inside. Face southeast and jump up onto the rooftop. Turn and face northwest and look on the wall of the roof where a Flag is proudly displayed.



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DESTROY FIVE TOTEMS

Research Base

As you first enter the Research Base, walk northwest and jump across the gap and grab onto the rock wall with your Climbing Axe. Scale down the wall and let go as you drop past the metal gate and reattach your axe at the next lowest rock wall. After slowing your momentum you can let go of the wall and drop into the water. Follow the water all the way around until you reach a rock wall you can scale. Climb up the wall and walk to the north as you squeeze into the narrow crack. Once you are in the room aim your weapon to the left of the light bulb and look up into the rafters to see the Sun Totem.

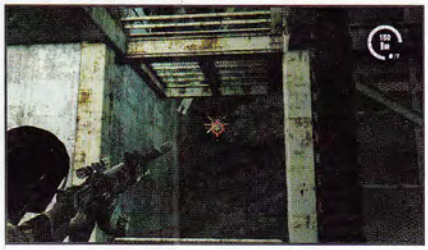


Walk to the metal door just southwest of the Research Lab Base Camp and use your Axe to open the door. Step into the doorway and look up and to your left to find the Sun Totem.



Walk to the metal door just southwest of the Research Lab Base Camp and use your Axe to open the door. Step into the doorway and look through the window into the room directly in front of you and to the right slightly. Through a gap in the back of that room you see the Sun Totem.





To get to this Challenge you must break all the gears on the elevator and cause it to crash to the bottom floor. Jump into the elevator shaft to drop down to level one now that the way is clear. Stand on the number one painted on the floor and turn north. The Sun Totem is hanging from flooring above the railing.

To get to this Challenge you must break all the gears on the elevator and cause it to crash to the bottom floor. Jump into the elevator shaft to drop down to level one. Move through the hole in the southwest wall and walk forward a few paces and look north. Behind the fence in front of you, you can just make out a Sun Totem hanging from the ceiling.



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SURVIVING MULTIPLAYER

Tomb Raider Multiplayer pits the survivors of the Endurance against the Solarii, where Father Mathias and his followers join forces with the powerful Oni to take on the outsiders. It is good versus evil until you play Free for All, where things really get chaotic and it becomes survival of the fittest.





Playing as the Survivors, you collect medical supplies for the injured, capture radio transmitters to send for help, or simply kill the Solarii. As the Solarii, it is all about keeping the survivors from their objectives.

Combat takes place in five maps located around the island. The Beach, Chasm, and Monastery take you back to locations much like what you experienced in story mode. The Shrine and Underground reveal a temple high atop the mountains and an old submarine below the island, respectively—giving you more insight into the island's history.



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Besides completing the objectives of the different game modes, players collect Salvage and earn experience (XP). Salvage allows you to purchase new characters and weapon upgrades. Experience levels the player up and unlocks characters for purchase, along with skills that can be equipped.

This chapter covers all of the basics of multiplayer along with what you need to accomplish to unlock all of the characters, weapons, and skills. We also give you strategy for each mode along with everything you need to know about each of the maps.



BASICS

MULTIPLAYER CONTROLS AND GAMEPLAY

The multiplayer game plays very similarly to single player with a few exceptions. The following section lists all of these differences along with how gameplay works in multiplayer.



SPRINT

Hold the B/Circle Button to sprint for a limited amount of time. Sprinting for an objective or one of the power weapons can make a big difference in whether you get the advantage or become an easy target for your opponent. Equip the Second Wind Offensive Skill to sprint for a longer duration and reduce recovery time.

Sprinting also makes you tougher to hit when moving between objectives. In Rescue Mode though, you are unable to sprint when carrying the medical supplies.

JUMP

Jumping still has the usual uses, such as clearing gaps or reaching ledges above the player. Jumping when targeted can make things more difficult for the shooter. Randomly jump around, avoiding as much damage as you can while you look for a way out. This can also give an ally time to bail you out by taking down the foe.





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CROUCH

In single player all crouching is done automatically. Multiplayer allows you to toggle in and out of a crouch by clicking the Left Thumbstick/L3. This can help you hide from your foes or at least become a smaller target. Crouch when protecting an objective, but be sure to stay on the move.



ROLL

Pressing the B/Circle Button causes your character to roll in the direction that you are moving. This differs from the scramble into a roll that Lara does in Story Mode.



Use this to dodge away from an opponent or weapon fire. This also makes you a tougher target for snipers. Mix up your movements though, as evading in the same way makes your next location more predictable.

SCRAMBLE

Jump against a flat surface and press the Jump Button again to reach higher ledges. This works just like it does in single player.



CLIMBING

Climbing is basically the same in multiplayer. Look for a craggy surface and press the X/Square Button when standing nearby to attach to the wall. Use the Left Analog Stick to scale it using your climbing axe. You have the Climber's Agility skill in multiplayer making climbing much quicker.



Knowing where these scalable surfaces are located often helps you get out of sticky situations. Jumping off some platforms or plateaus in the right direction can send you right into one of these walls—just be sure to press the action button when you get there.



Sometimes a jump to a ledge results in your character losing her grip, just as in the single player. If the Action Button icon appears, be sure to press that button to grab on with the other hand—unless of course you want to end up below.



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MELEE ATTACK

The climbing axe can still be used for melee attacks by pressing the Y/Triangle Button. Be careful if you get into an axe fight with an opponent, as this makes an easy shotgun kill for someone who stumbles into the battle. Try sneaking up on someone and take them out with a stealth kill. Just like in single player, an icon appears above the foe's head when this option is available. This still nets you bonus experience.

It is also possible to perform a charging melee attack. Hold the Y/Triangle Button to charge forward, automatically performing a savage melee attack against anyone in your way. Do not get too cocky though. If the other person is filling you up with lead along the way, you will more than likely lose. Try it out on an unsuspecting foe.



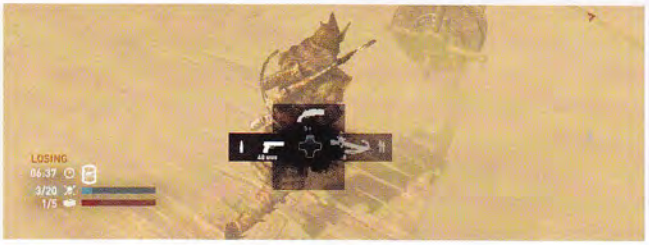




USING WEAPONS

When selecting your loadout you choose a primary weapon such as an assault rifle, a secondary weapon which is some kind of handgun, an explosive, and a couple of skills. Pressing in a direction on the D-pad equips one of these guns. Right selects your primary weapon, left is the secondary weapon, and up is your explosive. If you pick up one of the special power weapons, select it by pressing down.

There is no hipfire or blindfire in *Tomb Raider*, you must aim down the gun or bow to fire a shot. Do not forget that you can zoom in by clicking in on the Right Analog Stick. This is great for targeting foes in a distant area of the map, but you are vulnerable if you hold this position for too long.



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EXPLOSIVES

One type of explosives can be carried at all times, but you only start with one. Opening a Salvage crate gives you a second, but this is the maximum that can be carried.



Grenades are shot out of a launcher, just like any other gun. These are great for clearing out objectives. Most of the other explosives are placed and detonated by a nearby enemy or by the user. The only exception to these two types is the Flare Gun, which is a handgun that fires incendiary rounds. Refer to the Loadout sections for a complete listing of the available explosives.



Use the placed explosives, such as Landmines and Fake Ammo Boxes, near objectives or pick-ups. Though, if it is easily visible, the other team can destroy it. Use that to your favor by detonating them early if an enemy is nearby.

COVER

Crouch behind a short wall to take cover. This protects you from most shots from the front and makes you difficult to hit from anywhere on the other side of the wall. You are still just as vulnerable from explosives though and a good sniper can hit any part of you that is exposed.







There are many locations on each map, such as the shutters on Shrine and the walls on Underground, where cover can be created or shot out. Use this in the shrine to create a spot for sniping or destroy the walls in the bunker to eliminate another player's cover.

It is easy when coming from single player to get in the bad habit of hanging out behind cover. Staying in motion is more important in multiplayer than fighting from these positions.

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ADAPTATIONS

For reaching certain requirements in a round, you earn Adaptations. These requirements can be Feats, such as earning 3000 XP in a round, or Setbacks, like dying 10 times in a round. The Adaptations are bonuses that give you a boost for a limited time, until you die, or until you kill an enemy. Refer to our Adaptations section for more information on how to earn them and what they do.





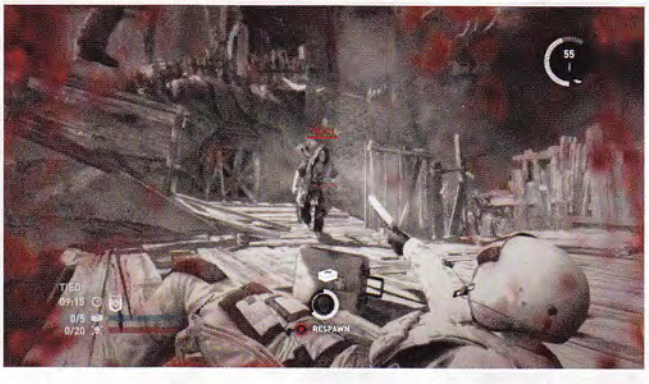
SURVIVAL INSTINCT

Just as in single player, pressing Left Bumper/L1 activates Survival Instincts. In multiplayer, this highlights your teammates and reveals more information about your surroundings. If there is an item within view, an information box pops up. This is a good way to quickly spot items ahead of you.

DOWNED

Only in Rescue Mode, when a Survivor's health is depleted, it is possible for them to be downed to their back. At this point they make a last stand with a handgun. A meter slowly drains as the player bleeds out. Death sets in once it is fully depleted. While bleeding out, hold the B/Circle Button to respawn immediately.

When downed, a player is impossible to take out with gunfire. The downed player can take out enemies, but can only be revived by a teammate. Setting off a trap, such as the spikes, kills a downed player. Explosions next to a downed player do not finish the job.



REVIVE A TEAMMATE

If an ally is downed, it is possible to revive the player. Press the B/Circle Button while next to the downed player to get them back to their feet before they are executed or bleed out. Watch out as you are vulnerable during this exchange and your team could end up with two downed players—or your enemies may mess with you by constantly downing the revived player.

EXECUTION

When an enemy is downed, it is possible to finish the player off by executing them. Before the foe is revived or bleeds out, walk up and press the Y/Triangle Button to finish the job. It can be tough to get close enough to do this, so decide whether it is worth the attempt before going in for the execution. Take advantage of cover and roll to avoid their gunfire.

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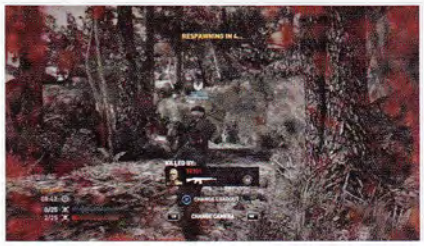
DEATH AND RESPAWNING

After dying, the camera follows your killer as a timer counts down to your respawn in 10 seconds. Pressing the X/Square Button allows you to switch between your loadouts. Use the Left Bumper/L1 and Right Bumper/R1 to choose a teammate for the camera to follow.

In team-based modes, with a few seconds left on the timer, choose whether you want to respawn on a friend or back at the base. To spawn on a teammate, he or she must have full health. Press the A/X Button to spawn at your base. Press the Y/Triangle Button to spawn on a friend.

TEAM CAMPS

The Survivors and Solarii spawn in their own base on each end of a map. A team's camp is completely inaccessible by the other side and once left, you can only return by dying. It is possible to get trapped inside your base, so be cautious as you exit. The enemies could have you surrounded.







LOCATED AROUND THE MAP

There are many items around the map that you can collect or use. Using your Survival Instinct with one in view gives you more information on that item.

AMMO BOXES

An ammo box gives you ammo for your primary and secondary weapon when picked up. Simply walk over it to gain the ammo. The box comes back quickly to use again, so it is good to pick them up whenever you can.

Be careful though as one of the Solarii's explosive options is a Fake Ammo Box. You only need to get close to one of these fakes to set it off. If you target it, your reticle turns red. Shoot it to set it off early. An ally's Fake Ammo Box has a blue icon on it.



SALVAGE CRATE

The yellow Salvage crates look just like the ones from single player. Press X/Square when next to one to pry it open and gain at least 100 Salvage and possibly an explosive device. This is the only way to refill your explosives without dying. Even more rare is the occasional Heat Sink Adaptation that can be found in the crates. It prevents the turret and minigun from overheating, no matter how long you use them.

LOOT BAG

When a player dies, he or she leaves behind a Loot Bag. Run over the bag to pick it up and gain a little Salvage.



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POWER WEAPONS

Powerful super-weapons, the competition bow and minigun are hidden and you can find them on each map. Once picked up, it becomes your fourth weapon—selectable by pressing Down on the D-pad. The weapon is dropped when you are killed, but can be picked up by another player.

The competition bow is a very powerful, modern bow. Arrows fired from this weapon are extremely deadly and often kill in one shot. Just like the other bows though, it can be tough to use unless you are fighting at a long distance. The bow comes with 10 arrows and picking up an ammo box refills it back to a maximum of 10. With this bow, unlike the rest, you can walk around with it drawn for as long as you want. This weapon can be very dangerous in the wrong hands as a good player can easily go on a rampage with it.

The minigun is an extremely powerful machine gun with a high rate of fire. It is prone to overheating just like the turret, unless you find a Heat Sink in a Salvage crate. You are limited to 500 rounds and cannot get any more. If another player picks up a used, dropped minigun, the ammo is reset to 500 rounds. Just like the competition bow, this weapon is deadly, so keep an eye out for it at all times.

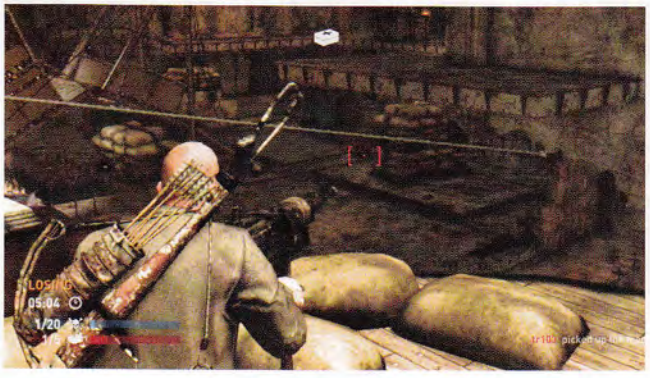
There are only three locations where these weapons may appear and only one can be on the map at a time. Refer to our maps section to find out just where to find them. Check these spots occasionally as these weapons can give you and your team a big edge in the fight.

TURRETS

In Beach and Underground, a turret is available for use by either side. Press the action button to use it as a stationary weapon platform. It overheats after you use it for about 12 seconds. Let it cool down before using it again. Find the Heat Sink Adaptation inside Salvage Crates to prevent overheating.

DEBRIS BARRIER

These barriers look just like the shotgun barriers in single player. Unlike those barriers though, these can be destroyed with any gun or explosive. It just takes a while with weaker guns. When you are capturing an objective behind one of these barriers, leave it up so that you can be alerted when someone comes in that way—giving you fewer entry points to watch.





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ZIP LINES/ROPE BRIDGES



Zip lines are strewn all over the maps in multiplayer. These allow you to reach distant areas faster than on foot. The Jump icon appears above you when one is within reach. You can also jump out onto a line to mount it. Be on the lookout as you traverse up or down a rope and bail by pressing the B/Circle Button when necessary. Press the Left Analog Stick in the opposite direction to switch directions.

When going down a zip line, it is a quick slide to the other end. If the line goes up, you must climb your way across, which is much slower. When playing as a Solarii, you have access to a Rope Ascender. This allows you to climb up the zip lines much faster by holding the X/Square Button. This gives them a slight edge as they can escape a fight by hopping on the rope and using the device.

TRAPS

There are a few types of traps that can be used against your opponents. Always be cautious when wandering around the map as your enemy is also setting traps. The following lists the most common traps with tips on how to set them and how to avoid them.



SNARE TRAP

Any time you find a loop of rope on the ground, you can set it into a snare trap. Now if an enemy walks across it, the rope grabs the player's foot and hangs them from the ceiling. At this point just kill the injured foe or wait for the player to drop and perform a stealth kill from behind. The player has a handgun to fight back with, but the view is upside down.





A blue noose icon on the ground signifies that it belongs to your team and does not affect you. A red noose shows that it is the enemy's. Be aware of trap locations and watch where you step.

When caught in this trap, shoot the rope to free yourself. If you find someone in one of these traps, you can rescue that player by pressing the X/Square Button when next to them or by simply shooting the rope. Anyone can rescue a trapped player.

TRIP-WIRE/SPIKES

Several of the hallways around these maps have a trap lever on one end or the other. Activating this lever sets up a trip-wire in the hall. Anyone who runs through this wire sets off the trap and is killed by spikes. Be careful as it can harm anyone in the game, including you.

The wire is visible, so simply hop over it to avoid taking damage. The line can also be targeted and destroyed with one shot. This can be used as someone, who thinks they are being sneaky, attempts to hop over.



ROCKFALL

If you find a pile of rocks being held up against the ceiling with wooden planks, such as just inside the monastery main gate, destroy the wood to cause a rockfall. This instantly kills anyone below the trap. This can be tough to time, but occasionally an objective, such as the medical supplies, is found under one of these traps. As the Solarii, if you find the medkit at this location, hide in a corner and wait for the unsuspecting foe to show up.



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EXPLODING BARREL



The red exploding barrels that sit all around the maps create a violent explosion when shot. Sometimes these red barrels are placed so that they cause a nearby rock or bridge to collapse. Detonate them near enemies to get an explosion kill and an XP bonus.

PROPANE TANK

Propane tanks have small flames shooting out the top. Shooting one creates a dangerous fire hazard near the tank, harming anyone who moves through it. Use this as a spur-of-the-moment trap when you know someone is stalking you. These only kill badly injured players unless someone stands too long in the fire.



LEVEL SPECIFIC TRAPS

There are also traps specific to each map, such as the lanterns in Shrine and the submarine self-destruct in Underground. Get more information on these in the Maps section of this chapter.



CREATING A MATCH

Choose Create Private Match to create your own private game. Here you can invite who you want and set up the options you desire. First choose the Game Mode and then the Map to go to the game lobby. Here you have the Character Selection, Loadouts, and Switch Faction options that you always have in the game lobby. As the host of the game, you can also change the Match Options. These options differ slightly among the modes and are covered in more detail in the Game Modes section of this chapter.

LEVELING UP

Performing actions such as killing a player or capturing a radio transmitter earns you XP. This experience goes toward your multiplayer character, moving you up to the next level when certain totals are reached. As you level up; new character skins, weapons, and skills are unlocked for use in future multiplayer matches. Refer to the Earning XP, Prowess, and Trials sections at the end of this chapter for a list of actions that earn XP.

PRESTIGE

After hitting rank 60, you get the option of either staying at level 60 or to Prestige to the next rank. Selecting to Prestige places an emblem that represents the number of times you have prestiged behind your level. The number of times you have done this is your Rank.



Entering prestige mode resets your progress back to level 1, removing all unlocked weapons and upgrades. Only your current Salvage total and character unlocks are preserved. Leaderboards are also unaffected. At the Loadouts screen, press Y/Triangle to activate and move up to the next rank.

JOINING A MATCH

Selecting Quick Match or Find Match from the Multiplayer menu are the easiest ways to enter a game. Quick Match searches for a casual game with an opening for you. Once found, you are placed in the lobby and wait for the teams to fill up. If you are in a party, it places your entire party in the match.

Find Match allows you to select which mode you want to play and whether you want a Ranked or Casual match type. A ranked match is for competitive players looking for a Challenge. Casual is for those looking for a more relaxed environment. The game finds a spot for you just like Quick Match.

ROUNDS

Tomb Raider multiplayer is played in rounds; best of 3, 5, or 7. Therefore, even if you or your team has a bad game, you can make up for it in the next round. In between rounds the final scoreboard is shown along with your experience tally. The rounds are shown in the top-right corner with a checkmark showing which team came out on top in each.

If the two sides are tied going into the final round, the team with the advantage votes for their next team—Survivors or Solarii. Depending on how the team did in the previous rounds, choose the side with which you think you have the best chance.

After finishing a game, two maps go up for a vote. The one with the most votes loads once the timer runs out.

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MULTIPLAYER CHARACTERS

LEVEL	NUMBER OF LOADOUTS
Start	2
15	3

LEVEL	NUMBER OF LOADOUTS
30	4
60	5

Changing your characters in *Tomb Raider* Multiplayer only affects the way you look. In all team modes you play as Survivors and Solarii, so be sure to select your character for each side. Many characters require a certain level to purchase. The following tables show the required level and cost for each.

CHARACTER SELECT AND LOADOUTS





From the Multiplayer menu or when waiting in the game lobby, you can select Character Selection to change who you play as or choose Loadouts to set up which weapons and skills you use.

At the Character Selection screen, you can choose which character you appear as when playing as the Survivors and Solarii. Most of the characters must be bought with Salvage and a few require a certain level to unlock for purchase. Press the Y/Triangle Button to switch between the two factions. Since you play most modes as both sides, be sure to select a character for each. Whichever character you select last is the one that you use for Free for All. You still have a chance to change factions in the game lobby.

You can customize your gear and skills by selecting Loadouts, and even save multiple loadout configurations for easy access during matches. Select the loadout and then which weapon or skill that you wish to change. Peruse through the selections and accept your new choice. You probably have your favorite weapons and skills, but try to set up multiple loadouts for different situations, such as close quarters as opposed to wide open spaces.

As you level up, the number of loadouts that you can have increases according to the following table. Activating Prestige Mode sets you back to just two loadouts.

SURVIVORS

Play as the survivors of the Endurance crash or as the pilot.



CHARACTER	REQUIRED LEVEL	COST (SALVAGE)
Alex	1	0
Jonah	1	0
Liam	1	0
Conrad Roth	1	0
Samantha	1	0
Grim	8	250

CHARACTER	REQUIRED LEVEL	COST (SALVAGE)
Reyes	16	500
Steph	24	1000
Victor	32	2000
Dr. Whitman	40	3000
Pilot	48	5000
Lara	60	10000

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SOLARII

Play as Mathias, a Solarii follower, or as one of the great Oni warriors. The General is even available, but you have to prestige three times before gaining access to him.



CHARACTER	REQUIRED LEVEL	COST (SALVAGE)
Scavenger	1	0
Fixer	1	0
Vlad	1	0
Mathias	1	0
Creeper	4	250
Father Mathias	12	500

CHARACTER	REQUIRED LEVEL	COST (SALVAGE)
Smoker	20	1000
Bruiser	28	2000
Saboteur	36	2500
Soldier	44	3000
Archer	52	5000
The General	Prestige 3	10000

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LOADOUTS

Survivors have a wide variety of weapons to choose from as you level up your character. The weapons you choose to take with you are mostly dependent on your preference, but try to set up multiple loadouts that are good for a variety of scenarios.

One setup, such as a shotgun and land mine, can be for close combat fighting. Another loadout, such as a bow and grenades, could be for long range fighting. In the end though, it is better to use guns that you feel the most confident with.

For each of the weapons we give the stats and how they change with each of the available upgrades. The upgrades must be purchased with Salvage and only one projectile upgrade and one attachment upgrade can be active at a time. Think about the weaknesses of a weapon and improve these with upgrades if possible.







Your secondary weapon is the gun that you use when downed in Rescue mode, so do not forget to upgrade this choice when a new one becomes available. All team based modes require you to play as both sides, so be sure to set up loadouts for the Survivors and Solarii.

The Solarii have similar choices to the Survivors, except that there are more bows and their secondary weapons are not as diverse. These guys are all about killing in multiplayer except when deactivating the radio transmitters, so go for high damage whenever possible.



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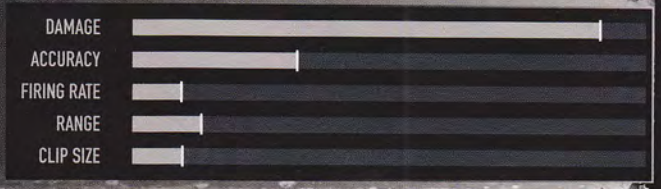
PRIMARY WEAPONS

PUMP-ACTION SHOTGUN

A well-rounded, modern shotgun, designed to be effective in any close range engagement.

Requires Level: 1





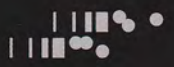
PROJECTILE UPGRADES



RAPID FIRE

Cost: 250 Salvage

A modified trigger and greased bolts for an increased rate of fire.

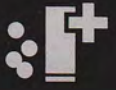


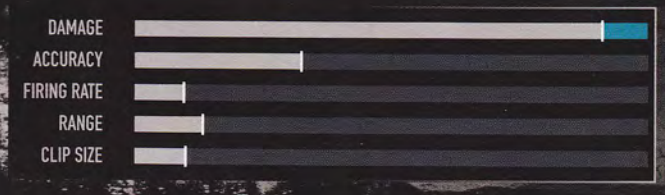


FRAG ROUNDS

Cost: 250 Salvage

Frag rounds explode on impact, maximizing disruption and leaving targets staggered, if not dead.





DAMAGE

Cost: 250 Salvage

Zirconium-based pyrotechnic shotgun round, increasing damage and stopping power.



ATTACHMENT UPGRADES



NARROW CHOKE

Cost: 250 Salvage

A narrow choke that reduces pellet spread, increasing accuracy and range.





EXTENDED CLIP

Cost: 250 Salvage

An extended tube magazine allowing more shells to be loaded at a time.





RELOAD TIME

Cost: 250 Salvage

A custom stock with side-mounted shell carrier for faster and more efficient reloads.



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SUBMACHINE GUN

A well-rounded, balanced, and capable weapon in all combat situations.

Requires Level: 1





PROJECTILE UPGRADES

RAPID FIRE

Cost: 250 Salvage

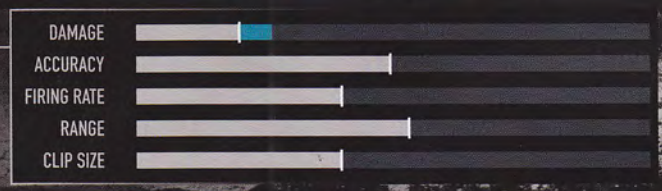
A modified firing pin and trigger allow for a higher rate of fire, at the cost of some accuracy.



DAMAGE

Cost: 250 Salvage

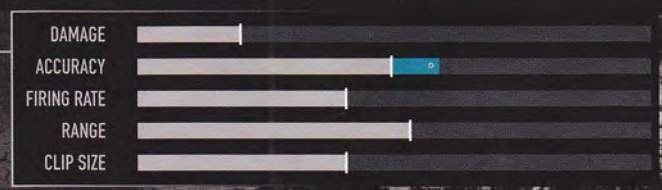
Hollow-point rounds designed to expand on impact in order to maximize tissue damage.



STABILITY

Cost: 250 Salvage

Subsonic rounds fired at lower velocity, resulting in less recoil and more stability while shooting.

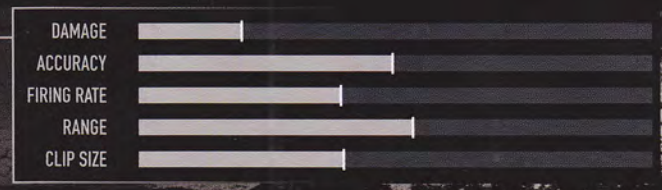


ATTACHMENT UPGRADES

ENHANCED ZOOM

Cost: 250 Salvage

Improved optics with increased magnification make aiming at distant targets easier.



EXTENDED CLIP

Cost: 250 Salvage

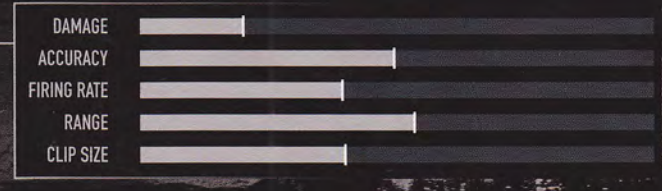
An extended clip holds more ammo than regular magazines.



RELOAD TIME

Cost: 250 Salvage

Taped magazines allow for faster reloading.



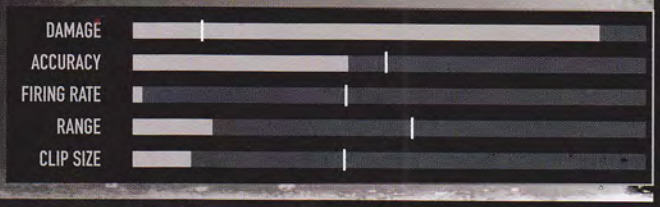
Lament@Xbox360ISO

COMBAT SHOTGUN

The bulkier combat shotgun trades some finesse for an increased shell capacity, and improved accuracy.

Requires Level: 5





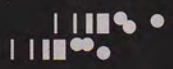
PROJECTILE UPGRADES



RAPID FIRE

Cost: 250 Salvage

A modified trigger and greased bolts for an increased rate of fire.





FRAG ROUNDS

Cost: 250 Salvage

Frag rounds explode on impact, maximizing disruption and leaving targets staggered, if not dead.





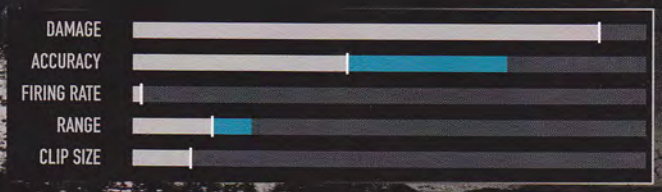
DAMAGE

Cost: 250 Salvage

Zirconium-based pyrotechnic shotgun round, increasing damage and stopping power.



ATTACHMENT UPGRADES



NARROW CHOKE

Cost: 250 Salvage

A narrow choke that reduces pellet spread, increasing accuracy and range.





EXTENDED CLIP

Cost: 250 Salvage

An extended tube magazine allowing more shells to be loaded at a time.





RELOAD TIME

Cost: 250 Salvage

A custom stock with side-mounted shell carrier for faster and more efficient reloads.



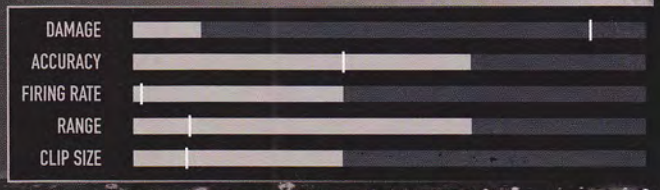
Lament@xbox360iso

MODIFIED SUBMACHINE GUN

A jury-rigged submachine gun that boasts improved handling thanks to a heavily modified receiver.

Requires Level: 9



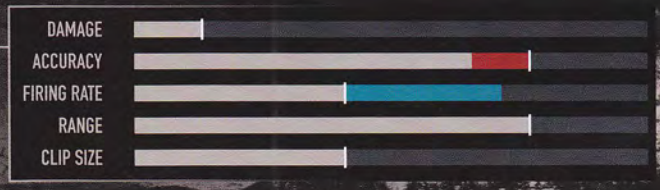


PROJECTILE UPGRADES

RAPID FIRE

Cost: 500 Salvage

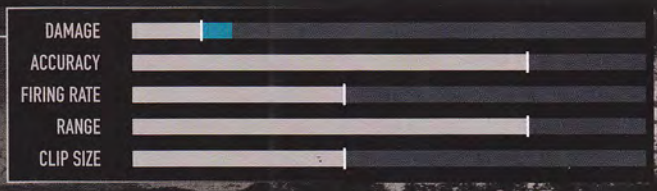
A modified firing pin and trigger allow for a higher rate of fire at the cost of some accuracy.



DAMAGE

Cost: 500 Salvage

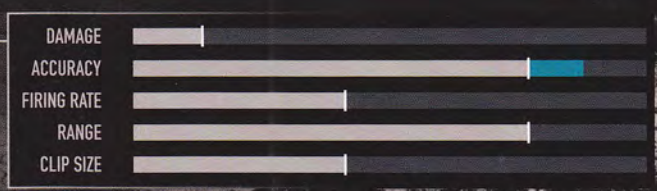
Hollow-point rounds designed to expand on impact in order to maximize tissue damage.



STABILITY

Cost: 500 Salvage

Subsonic rounds fired at lower velocity, resulting in less recoil and more stability while shooting.

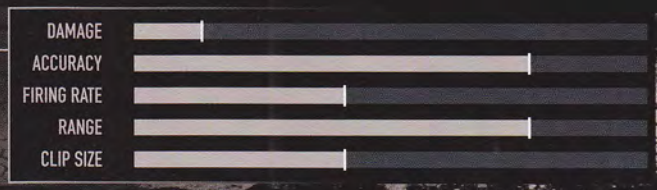


ATTACHMENT UPGRADES

ENHANCED ZOOM

Cost: 500 Salvage

Improved optics with increased magnification make aiming at distant targets easier.



EXTENDED CLIP

Cost: 500 Salvage

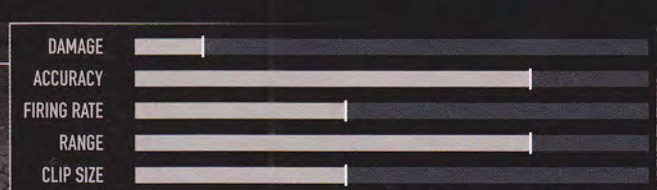
An extended clip holds more ammo than regular magazines.



RELOAD TIME

Cost: 500 Salvage

Taped magazines allow for faster reloading.



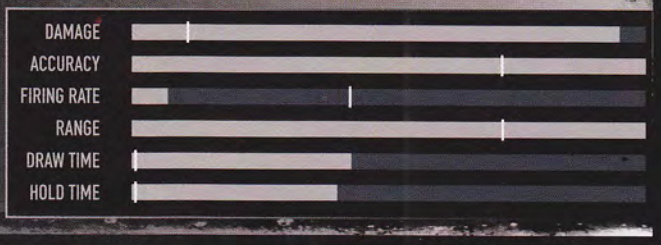
Lament@Xbox360.so

SURVIVOR RECURVE BOW

Stiffer materials allow this bow to be drawn quickly, but increased tension makes it difficult to hold a shot.

Requires Level: 13





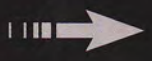
PROJECTILE UPGRADES



RAPID FIRE

Cost: 500 Salvage

Custom fitted arrows designed to be nocked and released as fast and efficiently as possible.





DAMAGE

Cost: 500 Salvage

Heavy, broadhead arrows, ringed with razor sharp blades designed to inflict massive trauma.





RECURVE BOW NAPALM

Required Level: 33

Cost: 4000 Salvage

Napalm tipped arrows explode into a shower of napalm on impact.



ATTACHMENT UPGRADES



ENHANCED ZOOM

Cost: 500 Salvage

Improved optics with increased magnification make aiming at distant targets easier.





DRAW TIME

Cost: 500 Salvage

Padding allows for faster drawing of the bow, reducing charge time.





HOLD TIME

Cost: 500 Salvage

Plastic widget reduces stress on the arm allowing for archers to hold the bow at a full charge for longer.



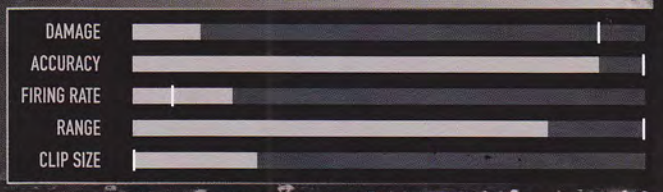
Lament@Xbox360iso

COMMANDO RIFLE

A modified assault rifle that sacrifices some stopping power for more accuracy and effective range.

Requires Level: 22



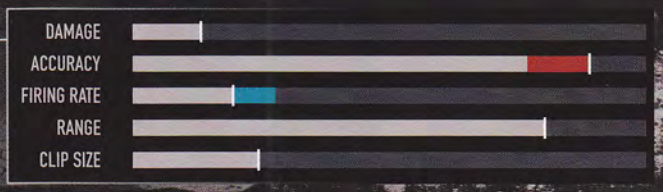


PROJECTILE UPGRADES

RAPID FIRE

Cost: 1000 Salvage

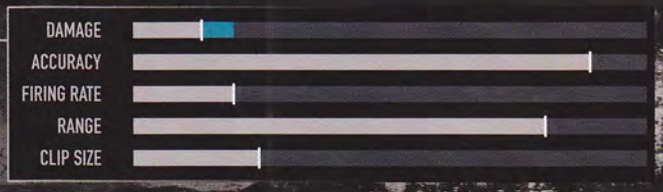
A modified firing pin and trigger allow for a higher rate of fire, at the cost of some accuracy.



DAMAGE

Cost: 1000 Salvage

Hollow-point rounds designed to expand on impact in order to maximize tissue damage.



STABILITY

Cost: 1000 Salvage

Subsonic rounds fired at lower velocity, resulting in less recoil and more stability while shooting.

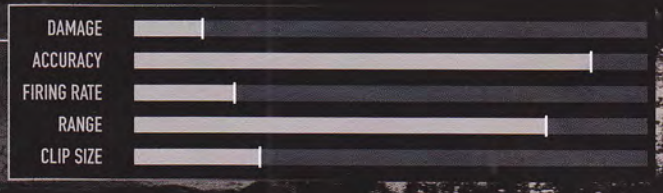


ATTACHMENT UPGRADES

ENHANCED ZOOM

Cost: 1000 Salvage

Improved optics with increased magnification make aiming at distant targets easier.



EXTENDED CLIP

Cost: 1000 Salvage

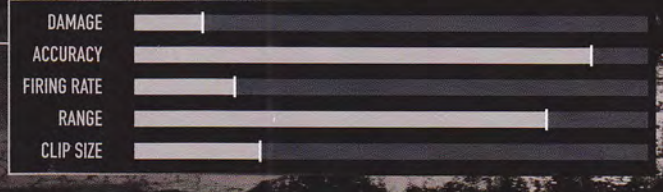
An extended clip holds more ammo than regular magazines.



RELOAD TIME

Cost: 1000 Salvage

Taped magazines allow for faster reloading.



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FULLY AUTOMATIC SHOTGUN

A fully automatic shotgun, excellent for clearing rooms in a hurry.

Requires Level: 29





PROJECTILE UPGRADES



RAPID FIRE

Cost: 1000 Salvage

A modified trigger and greased bolts for an increased rate of fire.





FRAG ROUNDS

Cost: 1000 Salvage

Frag rounds explode on impact, maximizing disruption and leaving targets staggered, if not dead.





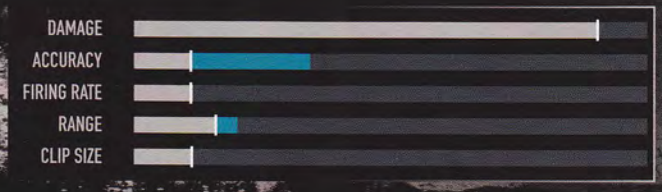
DAMAGE

Cost: 1000 Salvage

Zirconium-based pyrotechnic shotgun round, increasing damage and stopping power.



ATTACHMENT UPGRADES



NARROW CHOKE

Cost: 1000 Salvage

A narrow choke that reduces pellet spread, increasing accuracy and range.



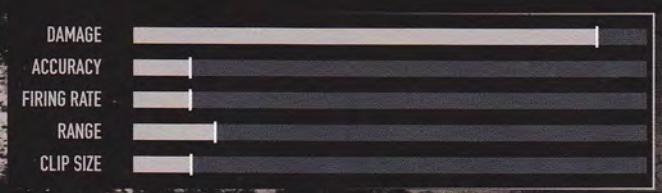


EXTENDED CLIP

Cost: 1000 Salvage

An extended tube magazine allowing more shells to be loaded at a time.





RELOAD TIME

Cost: 1000 Salvage

A custom stock with side-mounted shell carrier for faster and more efficient reloads.



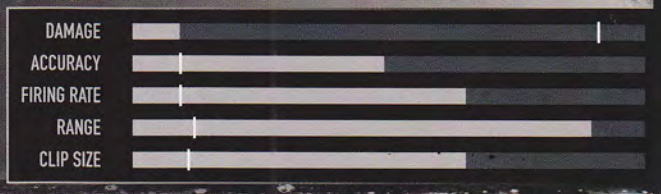
Lament@Xbox360iso

LIGHT MACHINE GUN

A belt-fed bullet hose; what it lacks in subtlety it more than makes up for in quantity.

Requires Level: 41



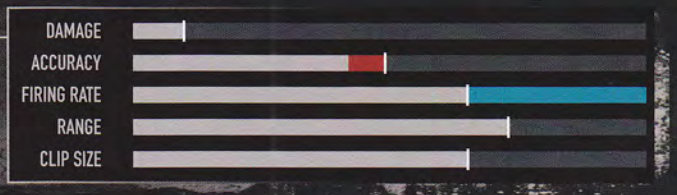


PROJECTILE UPGRADES

RAPID FIRE

Cost: 3000 Salvage

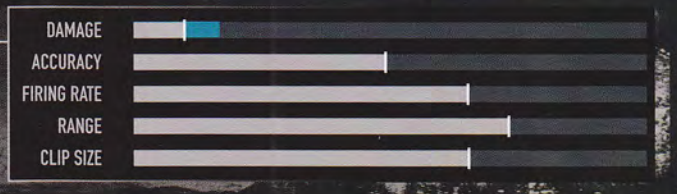
A modified firing pin and trigger allow for a higher rate of fire, at the cost of some accuracy.



DAMAGE

Cost: 3000 Salvage

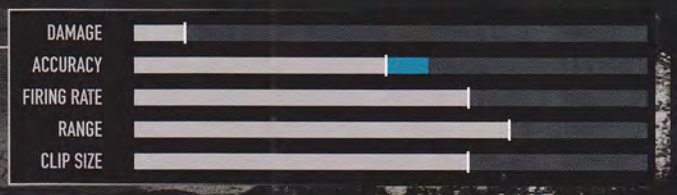
Hollow-point rounds designed to expand on impact in order to maximize tissue damage.



STABILITY

Cost: 3000 Salvage

Subsonic rounds fired at lower velocity, resulting in less recoil and more stability while shooting.

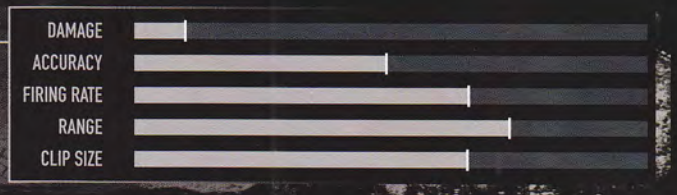


ATTACHMENT UPGRADES

ENHANCED ZOOM

Cost: 3000 Salvage

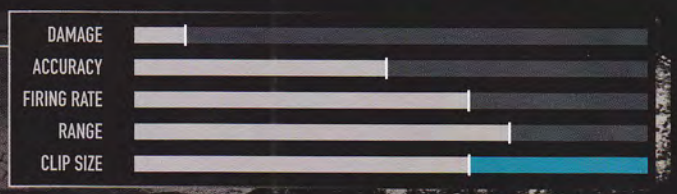
Improved optics with increased magnification make aiming at distant targets easier.



EXTENDED CLIP

Cost: 3000 Salvage

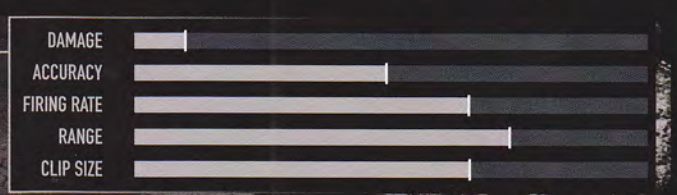
An extended clip holds more ammo than regular magazines.



RELOAD TIME

Cost: 3000 Salvage

Taped magazines allow for faster reloading.



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SECONDARY WEAPONS

SEMI-AUTO PISTOL

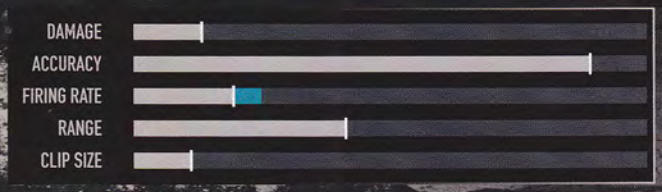
A well-rounded pistol with average stopping power.

Requires Level: 1





PROJECTILE UPGRADES

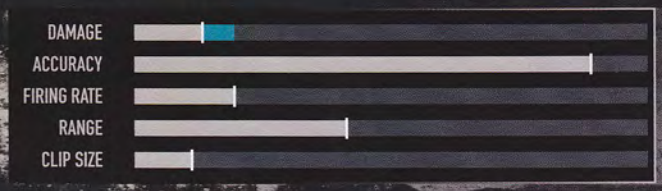


RAPID FIRE

Cost: 250 Salvage

A sensitive hair trigger for enhanced rate of fire.





DAMAGE

Cost: 250 Salvage

Hollow-point rounds designed to expand on impact in order to maximize tissue damage.





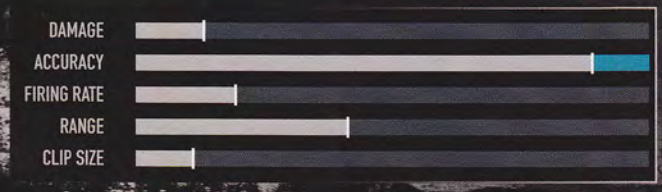
BURST FIRE

Cost: 250 Salvage

A modified cam allowing for a three round burst trigger mechanism. Reduces Accuracy, increases Firing Rate greatly.



ATTACHMENT UPGRADES



STABILITY

Cost: 250 Salvage

A custom fitted stock and grip for increased stability when firing.



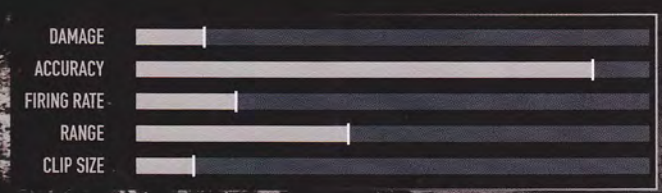


EXTENDED CLIP

Cost: 250 Salvage

An extended clip holds more ammo than regular magazines.





RELOAD TIME

Cost: 250 Salvage

Tapered clip allows for faster reloading.



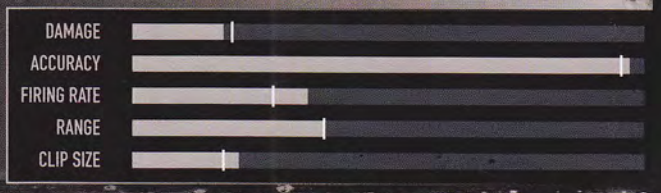
Lament@Xbox360iso

TACTICAL PISTOL

A modern pistol with a quick and responsive rate of fire, but not much stopping power.

Requires Level: 3



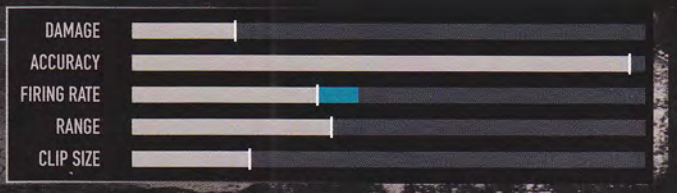


PROJECTILE UPGRADES

RAPID FIRE

Cost: 250 Salvage

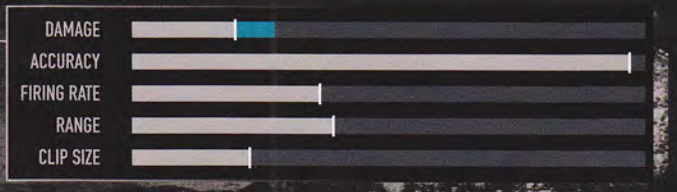
A sensitive hair trigger for enhanced rate of fire.



DAMAGE

Cost: 250 Salvage

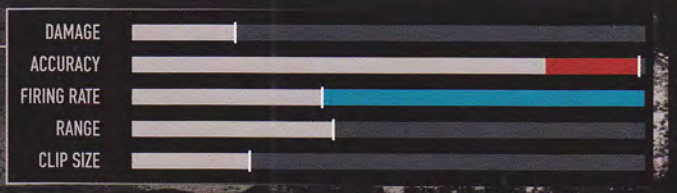
Hollow-point rounds designed to expand on impact in order to maximize tissue damage.



BURST FIRE

Cost: 250 Salvage

A modified cam allowing for a three round burst trigger mechanism.

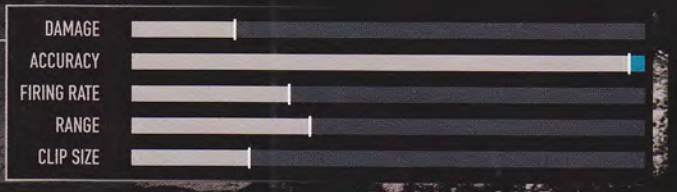


ATTACHMENT UPGRADES

STABILITY

Cost: 250 Salvage

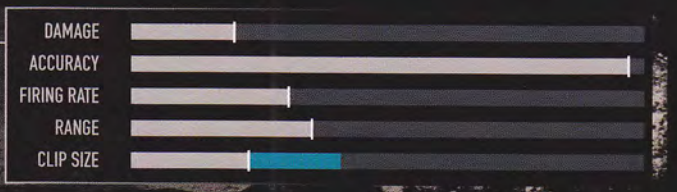
A custom fitted stock and grip for increased stability when firing.



EXTENDED CLIP

Cost: 250 Salvage

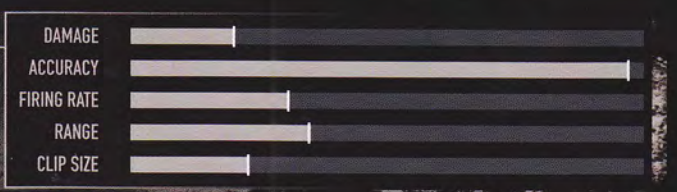
An extended clip holds more ammo than regular magazines.



RELOAD TIME

Cost: 250 Salvage

Tapered clip allows for faster reloading.



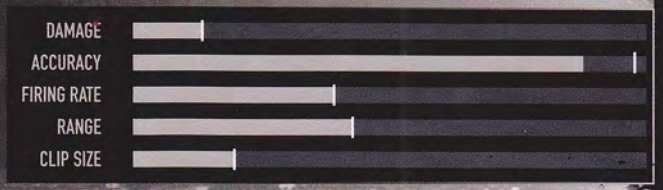
Lament@Xbox360iso

FULLY AUTOMATIC PISTOL

A fully automatic pistol cobbled together from spare parts.

Requires Level: 19





PROJECTILE UPGRADES

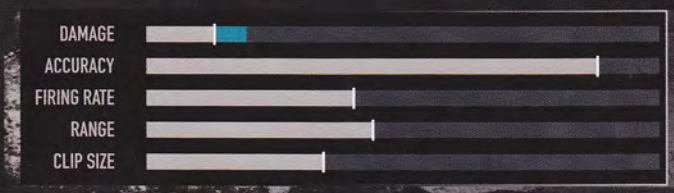


RAPID FIRE

Cost: 500 Salvage

A sensitive hair trigger for enhanced rate of fire.





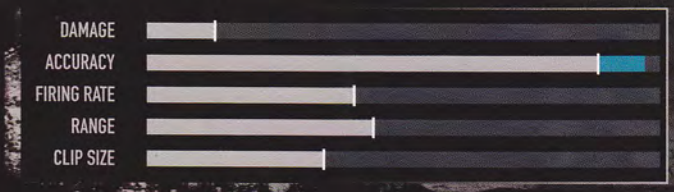
DAMAGE

Cost: 500 Salvage

Hollow-point rounds designed to expand on impact in order to maximize tissue damage.



ATTACHMENT UPGRADES

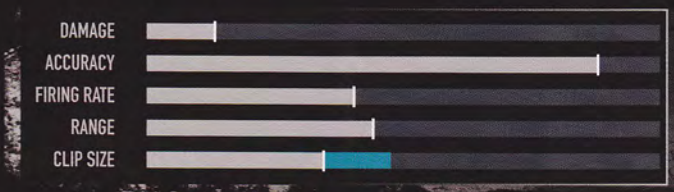


STABILITY

Cost: 500 Salvage

A custom fitted stock and grip for increased stability when firing.



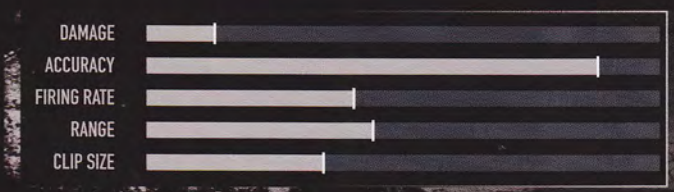


EXTENDED CLIP

Cost: 500 Salvage

An extended clip holds more ammo than regular magazines.





RELOAD TIME

Cost: 500 Salvage

Tapered clip allows for faster reloading.



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SAWED-OFF SHOTGUN

A small, compact, sawed-off shotgun. Packs a lot of punch, but has a very short effective range.

Requires Level: 54





PROJECTILE UPGRADES

RAPID FIRE

Cost: 5000 Salvage

A modified trigger and greased bolts for an increased rate of fire.



FRAG ROUNDS

Cost: 5000 Salvage

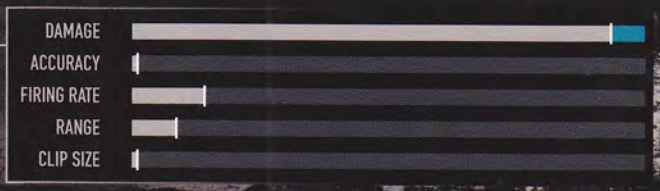
Frag rounds explode on impact, maximizing disruption and leaving targets staggered, if not dead.



DAMAGE

Cost: 5000 Salvage

Zirconium-based pyrotechnic shotgun round, increasing damage and stopping power.



ATTACHMENT UPGRADES

NARROW CHOKE

Cost: 5000 Salvage

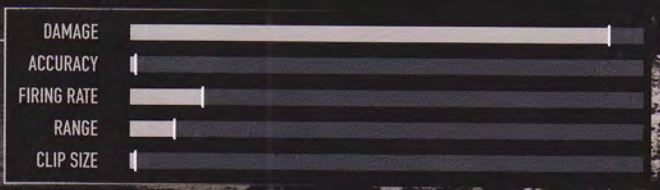
A narrow choke that reduces pellet spread, increasing accuracy and range.



EXTENDED CLIP

Cost: 5000 Salvage

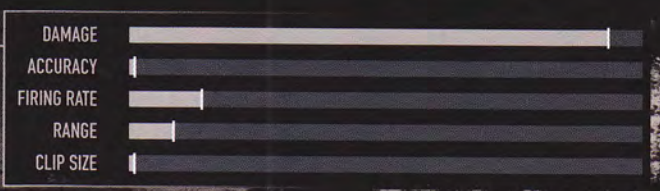
An extended tube magazine allowing more shells to be loaded at a time.



RELOAD TIME

Cost: 5000 Salvage

A custom stock with side-mounted shell carrier for faster and more efficient reloads.



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EXPLOSIVES

FRAG GRENADE



Required Level: 1

Fragmentation grenades explode into a shower of deadly shrapnel. All grenades are shot out of a launcher just like firing any gun. Launch a grenade into a radio transmitter zone that is being captured to clear it out before taking over.

SMOKE GRENADE



Required Level: 25

Smoke grenades obscure vision, while also highlighting enemies inside the area of effect. Use this to mask your movement or obscure an objective.

LAND MINE



Required Level: 15

A powerful, pressure-triggered explosive device. Only three can be placed and carried at a time. Shoot one to detonate it early. The Lightfoot skill can be equipped so that the mine does not go off when stepped on.

DYNAMITE



Required Level: 37

A pack of dynamite with a remote detonator. It can be detonated by pressing Right Bumper/R1 after it's been placed. It can also be detonated by shooting it. Aim at a wall when standing next to it to place the dynamite on the surface.





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SOLARII LOADOUTS

The Solarii utilize more bows than Survivors and their secondary weapons are not as diverse. These guys are all about killing in multiplayer, so go for high damage whenever possible.

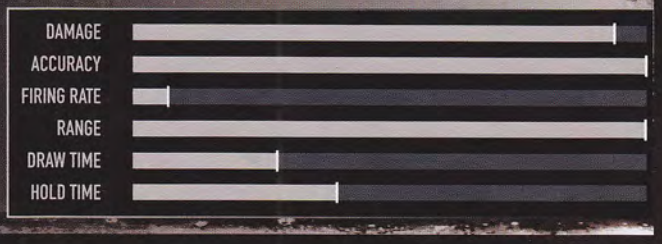
PRIMARY WEAPONS

MAKESHIFT LONGBOW

A primitive bow design made from flexible materials, allowing for a long draw and hold time.

Requires Level: 1





PROJECTILE UPGRADES

RAPID FIRE

Cost: 250 Salvage

Custom fitted arrows designed to be nocked and released as fast and efficiently as possible.



DAMAGE

Cost: 250 Salvage

Heavy, broadhead arrows, ringed with razor sharp blades designed to inflict massive trauma.



LONGBOW NAPALM

Required Level: 17

Cost: 1000 Salvage

Napalm tipped arrows explode into a shower of napalm on impact.



ATTACHMENT UPGRADES

ENHANCED ZOOM

Cost: 250 Salvage

Improved optics with increased magnification make aiming at distant targets easier.



DRAW TIME

Cost: 250 Salvage

Padding allows for faster drawing of the bow, reducing charge time.



HOLD TIME

Cost: 250 Salvage

Plastic widget reduces stress on the arm allowing for archers to hold the bow at a full charge for longer.



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ASSAULT RIFLE

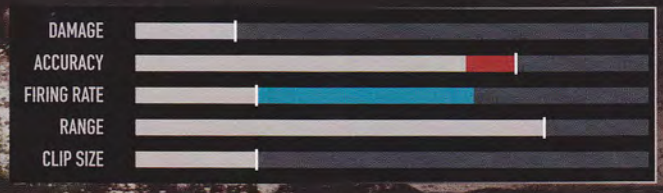
A powerful and accurate rifle with great range, but low rate of fire.

Requires Level: 1





PROJECTILE UPGRADES

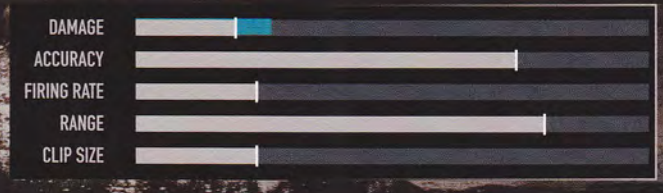


RAPID FIRE

Cost: 250 Salvage

A modified firing pin and trigger allow for a higher rate of fire, at the cost of some accuracy.





DAMAGE

Cost: 250 Salvage

Hollow-point rounds designed to expand on impact in order to maximize tissue damage.





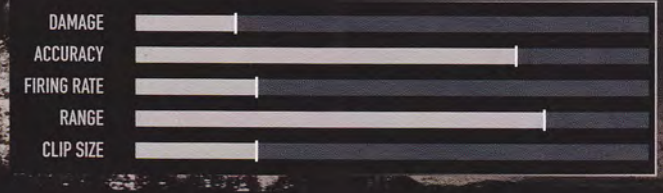
STABILITY

Cost: 250 Salvage

Subsonic rounds fired at lower velocity, resulting in less recoil and more stability while shooting.



ATTACHMENT UPGRADES



ENHANCED ZOOM

Cost: 250 Salvage

Improved optics with increased magnification make aiming at distant targets easier.



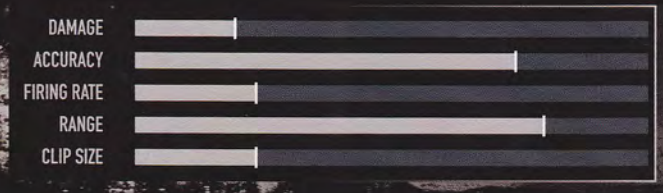


EXTENDED CLIP

Cost: 250 Salvage

An extended clip holds more ammo than regular magazines.





RELOAD TIME

Cost: 250 Salvage

Taped magazines allow for faster reloading.



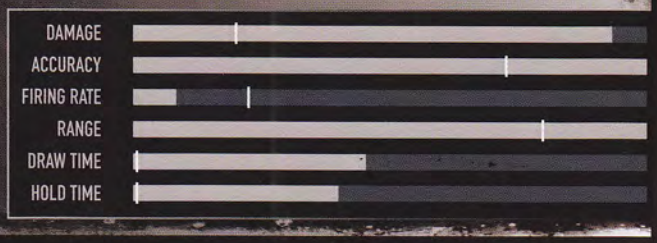
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SOLARII RECURVE BOW

Stiffer materials allow this bow to be drawn quickly, but increased tension makes it difficult to hold a shot.

Requires Level: 7





PROJECTILE UPGRADES

RAPID FIRE

Cost: 250 Salvage

Custom fitted arrows designed to be nocked and released as fast and efficiently as possible.



DAMAGE

Cost: 250 Salvage

Heavy, broadhead arrows, ringed with razor sharp blades designed to inflict massive trauma.



RECURVE BOW NAPALM

Required Level: 33

Cost: 4000 Salvage

Napalm tipped arrows explode into a shower of napalm on impact.

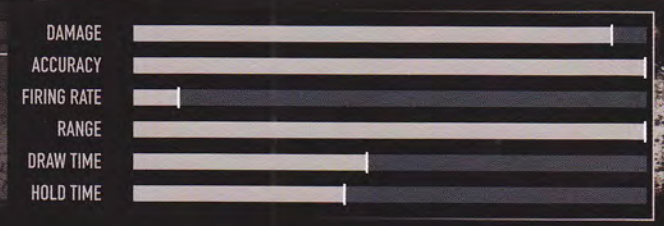


ATTACHMENT UPGRADES

ENHANCED ZOOM

Cost: 250 Salvage

Improved optics with increased magnification make aiming at distant targets easier.



DRAW TIME

Cost: 250 Salvage

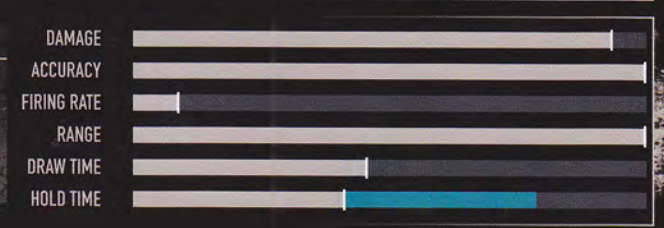
Padding allows for faster drawing of the bow, reducing charge time.



HOLD TIME

Cost: 250 Salvage

Plastic widget reduces stress on the arm, allowing for archers to hold the bow at a full charge for longer.



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TRENCH SHOTGUN

An old, standard-issue, pump-action shotgun. Powerful, but stopping power suffers considerably at range.

Requires Level: 14





PROJECTILE UPGRADES



RAPID FIRE

Cost: 250 Salvage

A modified trigger and greased bolts for an increased rate of fire.



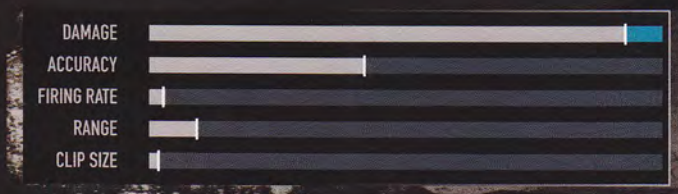


FRAG ROUNDS

Cost: 250 Salvage

Frag rounds explode on impact, maximizing disruption and leaving targets staggered, if not dead.





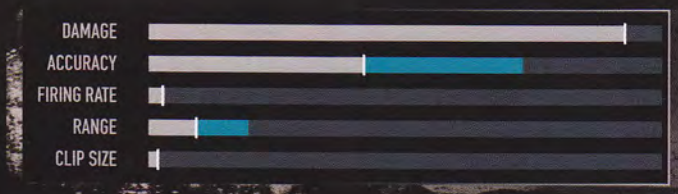
DAMAGE

Cost: 250 Salvage

Zirconium-based pyrotechnic shotgun round, increasing damage and stopping power.



ATTACHMENT UPGRADES

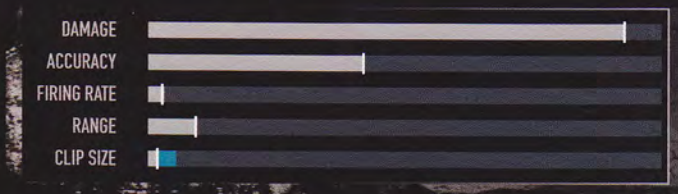


NARROW CHOKE

Cost: 250 Salvage

A narrow choke that reduces pellet spread, increasing accuracy and range.



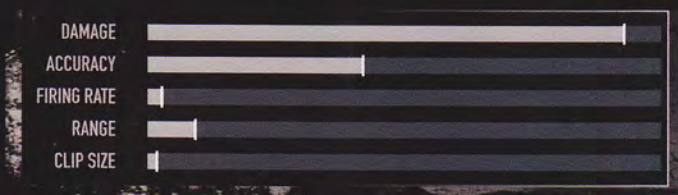


EXTENDED CLIP

Cost: 250 Salvage

An extended tube magazine allowing more shells to be loaded at a time.





RELOAD TIME

Cost: 250 Salvage

A custom stock with side-mounted shell carrier for faster and more efficient reloads.



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CROSSBOW

A devastatingly accurate and deadly weapon despite the bolt mechanism's inherently slow rate of fire.

Requires Level: 23



DAMAGE
ACCURACY
FIRING RATE
RANGE
CLIP SIZE

PROJECTILE UPGRADES

DAMAGE

Cost: 1000 Salvage

Heavy bolts designed to inflict maximum damage.

DAMAGE
ACCURACY
FIRING RATE
RANGE
CLIP SIZE

CROSSBOW NAPALM

Required Level: 46

Cost: 6000 Salvage

Napalm tipped bolts explode into a shower of napalm on impact.

DAMAGE
ACCURACY
FIRING RATE
RANGE
CLIP SIZE

ATTACHMENT UPGRADES

ENHANCED ZOOM

Cost: 1000 Salvage

Improved optics with increased magnification make aiming at distant targets easier.

DAMAGE
ACCURACY
FIRING RATE
RANGE
CLIP SIZE

RELOAD TIME

Cost: 1000 Salvage

An improved limb and pulley system makes loading bolts easier, and faster.

DAMAGE
ACCURACY
FIRING RATE
RANGE
CLIP SIZE

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MARKSMAN RIFLE

A semi-automatic rifle designed for medium-to-long range engagements.

Requires Level: 30





PROJECTILE UPGRADES



BURST FIRE

Cost: 2000 Salvage

A modified cam allowing for a three round burst trigger mechanism.





DAMAGE

Cost: 2000 Salvage

Hollow-point rounds designed to expand on impact in order to maximize tissue damage.





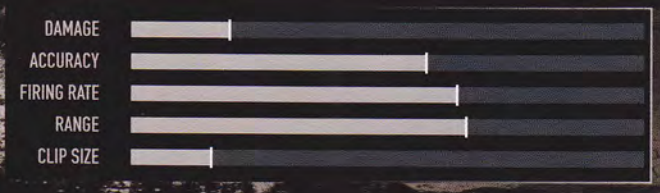
STABILITY

Cost: 2000 Salvage

Subsonic rounds fired at lower velocity, resulting in less recoil and more stability while shooting.



ATTACHMENT UPGRADES

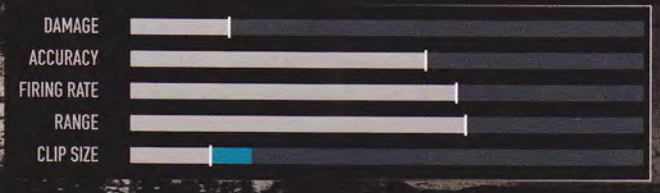


ENHANCED ZOOM

Cost: 2000 Salvage

Improved optics with increased magnification make aiming at distant targets easier.



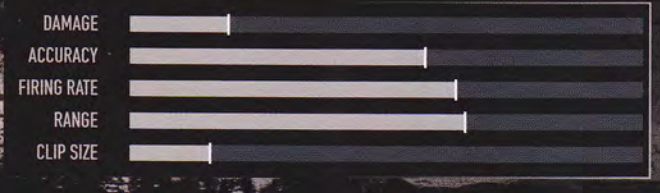


EXTENDED CLIP

Cost: 2000 Salvage

An extended clip holds more ammo than regular magazines.





RELOAD TIME

Cost: 2000 Salvage

Taped magazines allow for faster reloading.



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DOUBLE-BARRELED SHOTGUN

A custom shotgun with extended barrels and a higher muzzle velocity, ensuring greater accuracy at range.

Requires Level: 42





PROJECTILE UPGRADES

RAPID FIRE

Cost: 3000 Salvage

A modified trigger and greased bolts for an increased rate of fire.



FRAG ROUNDS

Cost: 3000 Salvage

Frag rounds explode on impact, maximizing disruption and leaving targets staggered, if not dead.



DAMAGE

Cost: 3000 Salvage

Zirconium-based pyrotechnic shotgun round, increasing damage and stopping power.

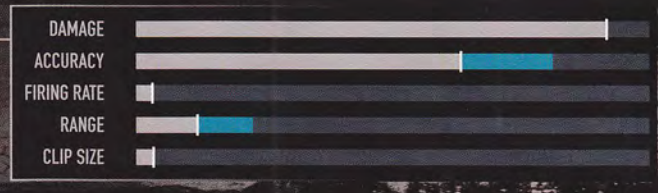


ATTACHMENT UPGRADES

NARROW CHOKE

Cost: 3000 Salvage

A narrow choke that reduces pellet spread, increasing accuracy and range.



EXTENDED CLIP

Cost: 3000 Salvage

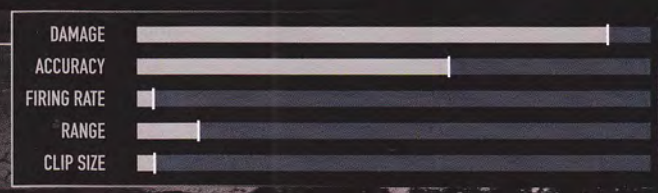
An extended tube magazine allowing more shells to be loaded at a time.



RELOAD TIME

Cost: 3000 Salvage

A custom stock with side-mounted shell carrier for faster and more efficient reloads.



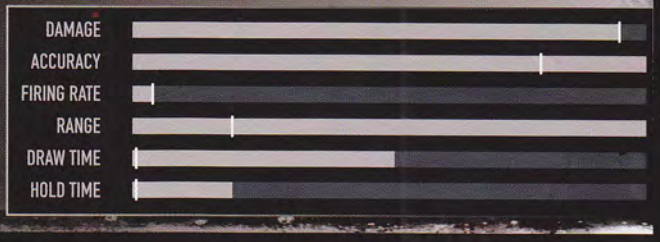
Lament@Xbox360iso

COMPOUND BOW

A modern bow design that strikes a good balance between draw and hold time.

Requires Level: 58





PROJECTILE UPGRADES



RAPID FIRE

Cost: 5000 Salvage

Custom fitted arrows designed to be nocked and released as fast and efficiently as possible.



DAMAGE

Cost: 5000 Salvage

Heavy, broadhead arrows, ringed with razor sharp blades designed to inflict massive trauma.



COMPOUND BOW NAPALM

Cost: 10000 Salvage

Napalm tipped bolts explode into a shower of napalm on impact.

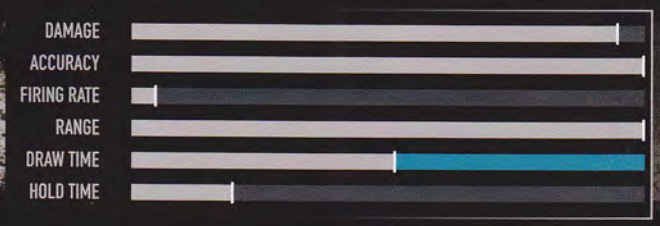
ATTACHMENT UPGRADES



ENHANCED ZOOM

Cost: 5000 Salvage

Improved optics with increased magnification make aiming at distant targets easier.



DRAW TIME

Cost: 5000 Salvage

Padding allows for faster drawing of the bow reducing charge time.



HOLD TIME

Cost: 5000 Salvage

Plastic widget reduces stress on the arm, allowing archers to hold the bow at a full charge for longer.

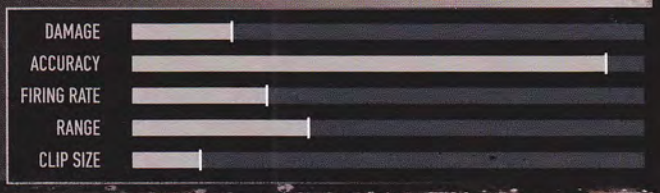
Lament@Xbox360iso

SEMI-AUTO PISTOL

A well-rounded pistol with average stopping power.

Requires Level: 1



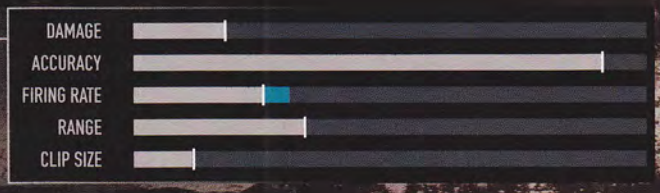


PROJECTILE UPGRADES

RAPID FIRE

Cost: 250 Salvage

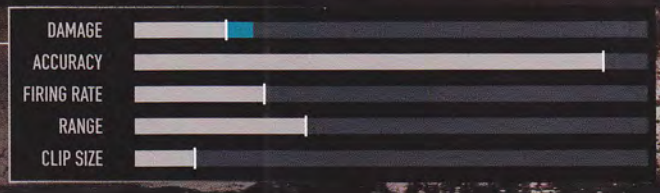
A sensitive hair trigger for enhanced rate of fire.



DAMAGE

Cost: 250 Salvage

Hollow-point rounds designed to expand on impact in order to maximize tissue damage.



BURST FIRE

Cost: 250 Salvage

A modified cam allowing for a three round burst trigger mechanism.

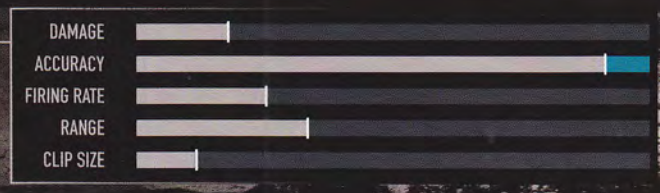


ATTACHMENT UPGRADES

STABILITY

Cost: 250 Salvage

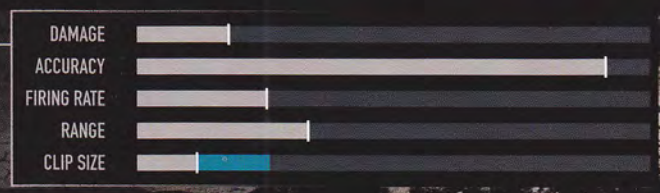
A custom fitted stock and grip for increased stability when firing.



EXTENDED CLIP

Cost: 250 Salvage

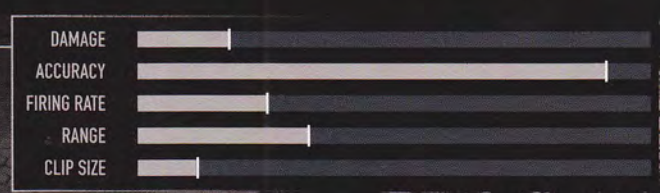
An extended clip holds more ammo than regular magazines.



RELOAD TIME

Cost: 250 Salvage

Tapered clip allows for faster reloading.



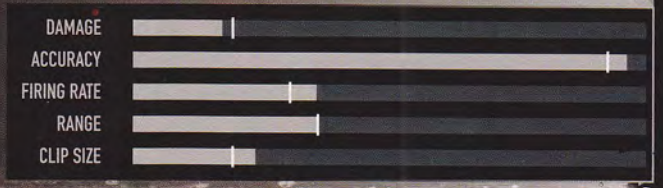
Lament@Xbox360iso

TACTICAL PISTOL

A modern pistol with a quick and responsive rate of fire, but not much stopping power.

Requires Level: 3





PROJECTILE UPGRADES

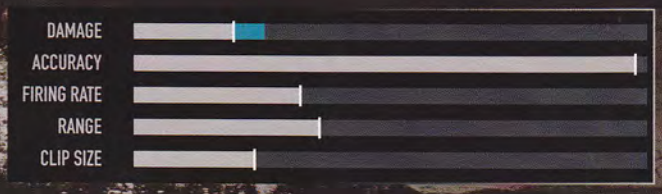


RAPID FIRE

Cost: 250 Salvage

A sensitive hair trigger for enhanced rate of fire.



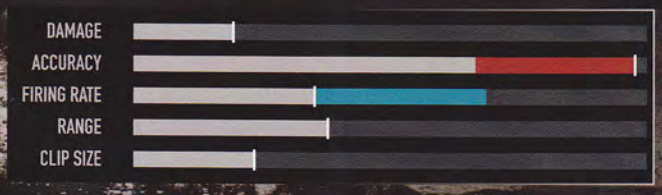


DAMAGE

Cost: 250 Salvage

Hollow-point rounds designed to expand on impact in order to maximize tissue damage.





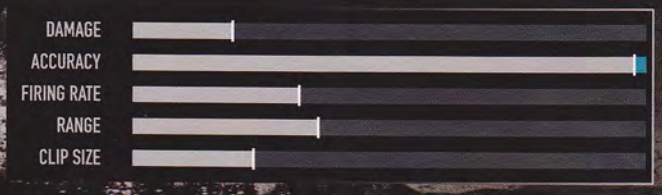
BURST FIRE

Cost: 250 Salvage

A modified cam allowing for a three round burst trigger mechanism.



ATTACHMENT UPGRADES

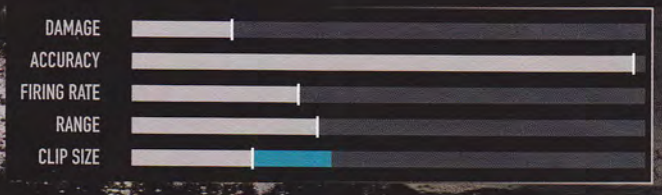


STABILITY

Cost: 250 Salvage

A custom fitted stock and grip for increased stability when firing.



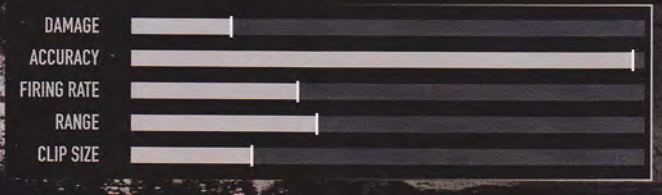


EXTENDED CLIP

Cost: 250 Salvage

An extended clip holds more ammo than regular magazines.





RELOAD TIME

Cost: 250 Salvage

Tapered clip allows for faster reloading.



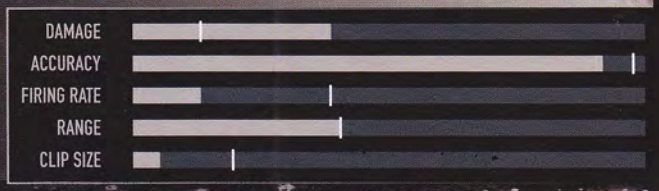
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MAGNUM PISTOL

A .50 caliber magnum pistol. Heavy, with a lot of stopping power, but has a slow rate of fire.

Requires Level: 20



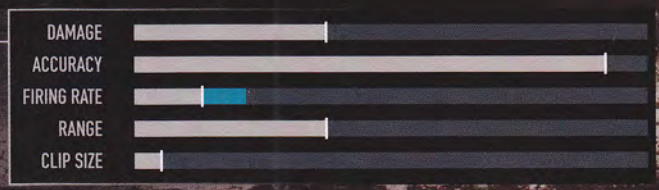


PROJECTILE UPGRADES

RAPID FIRE

Cost: 500 Salvage

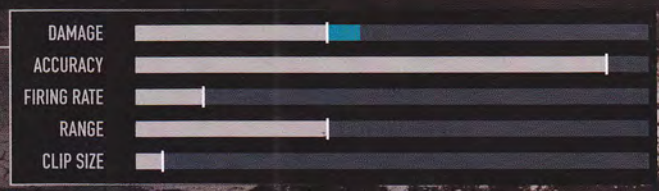
A sensitive hair trigger for enhanced rate of fire.



DAMAGE

Cost: 500 Salvage

Hollow-point rounds designed to expand on impact in order to maximize tissue damage.



BURST FIRE

Cost: 500 Salvage

A modified cam allowing for a three round burst trigger mechanism.



ATTACHMENT UPGRADES

STABILITY

Cost: 500 Salvage

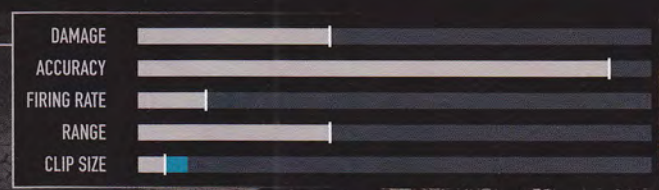
A custom fitted stock and grip for increased stability when firing.



EXTENDED CLIP

Cost: 500 Salvage

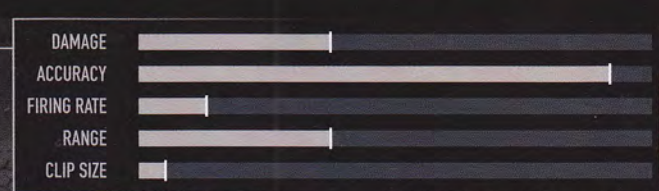
An extended clip holds more ammo than regular magazines.



RELOAD TIME

Cost: 500 Salvage

Tapered clip allows for faster reloading.



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EXPLOSIVES



NAPALM GRENADE

Required Level: 1

Napalm grenades explode on impact, dousing the area in flames; an effective tool for area denial.



FAKE AMMO BOX

Required Level: 11

A rigged ammo box that explodes when unsuspecting victims come within range. Only two can be placed at a time. Shoot the box to detonate it early. The Lightfoot skill can be equipped so that the ammo box does not go off when stepped on.



DYNAMITE

Required Level: 37

A pack of dynamite with remote detonator. Can be detonated by pressing Right Bumper/R1 after it's been placed. Shoot the explosive to detonate it early.



FLASH GRENADE

Required Level: 26

Flash grenades generate a bright light and deafening sound to daze and confuse anyone in the blast area. Toss one into a busy area and clean up with a high-damage weapon.

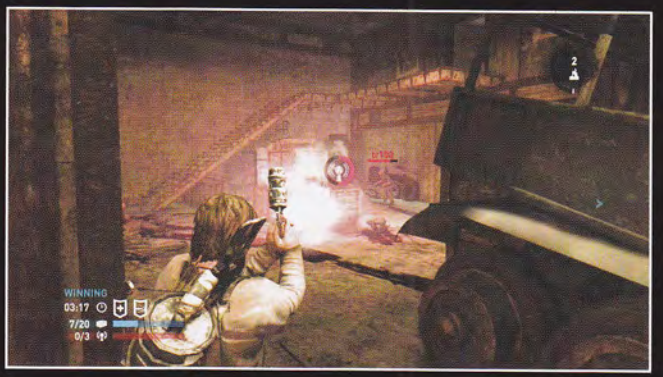


FLARE GUN

Required Level: 50

Flares illuminate their surroundings, revealing any Survivors in the area of effect. Doubles as an effective incendiary weapon. An enemy that walks through the flare's area of effect takes damage.





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LOADOUT SKILLS

The Survivors and Solarii share the same skill sets for Offensive and Survival skills. When selecting your loadout, be sure to select which skills you wish to use. Accomplished Killer and Advanced Looting are great ones to use for a while as they increase experience earned and Salvage found.

OFFENSIVE SKILLS

ACCOMPLISHED KILLER

Required Level: 1

Increases the experience gained from killing enemies.

INCREASED AMMO CAPACITY

Required Level: 2

Increases the amount of ammo carried. There are plenty of Ammo Boxes lying around the maps, but if you do find yourself always running out, grab this skill.

HARDER HITS

Required Level: 8

Increases melee attack damage. This skill is great for close combat fighting and if you keep ending up in melee fights.

SPITE

Required Level: 10

Upon death your corpse becomes an explosive trap. This is a great skill to use, especially as the Survivors in Cry for Help Mode, where the enemy must pick up your dropped battery in order to score.

EAGLE EYE

Required Level: 16

Greatly increases the default passive detection range of enemies on screen.

RANCOR

Required Level: 21

See the name of your last killer from further away, so long as they remain in line of sight. If you are big on revenge, use this skill to track down the one who last took your life.

SECOND WIND

Required Level: 27

Reduces the recovery time between sprints and allows you to sprint longer. This is a good choice in the objective based modes where getting from one point to another is important, though remember it does you no good when carrying the medical supplies. Sprinting to the power weapons is also important, so use this skill to get there first.



SPEEDLOADER

Required Level: 35

Increases reload speed for the crossbow, and all firearms. When carrying a weapon with low ammo counts, such as a shotgun, equip this skill to make it even more powerful.

STEADY SHOT

Required Level: 43

Increases stability duration with drawn bows and accuracy with all other weapons. Equip this skill when carrying a bow or if you prefer to snipe from distance.

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SURVIVAL SKILLS

ADVANCED LOOTING

Required Level: 1

Increases the amount of ammo and Salvage recovered from player kills and crates. When you have your eye on a specific upgrade or character, use this skill to unlock them more quickly.

THICK SKIN

Required Level: 4

Reduce damage taken from shotgun pellets, but useless against bullets. In close quarters where the enemy is more than likely carrying a shotgun, equip this to deny their supremacy.



PINCUSHION

Required Level: 6

Reduces the damage taken from arrows. Bows can be deadly in the wrong hands as some shots are an instant kill. Grab this skill if you are constantly finding yourself being downed by arrows, especially in wide open maps.

GRENADIER

Required Level: 12

Greatly reduces the damage taken from explosives. Explosives can become a nuisance in multiplayer as there are barrels littered all over and players often drop Fake Ammo Boxes or Land Mines all about. This skill makes them a little more tolerable.

BULLETPROOF

Required Level: 14

Reduces the damage taken from bullets. Everyone carries at least one weapon which uses bullets, so you are hit by them often. Equip this to reduce their effect.

FIREPROOF

Required Level: 18

Greatly reduces the damage taken from fire. Fire damage is not as prevalent as bullets, arrows, or explosives, but this skill can be useful if you keep taking damage from the lanterns in Shrine, propane tanks, or another fire source.

TRACKER

Required Level: 24

Allows you to detect all enemy traps in your line of sight, disarm them, and steal those matching your loadout. Traps and placed explosives are huge in *Tomb Raider* multiplayer, so this skill can be extremely valuable. With it, you see that something is a trap, such as those pesky Fake Ammo Boxes, and can disarm them. You can then use the disarmed explosive if you have it in your loadout.

LIGHTFOOT

Required Level: 31

Stepping on traps or landmines will not automatically trigger them. This is another very valuable skill as you find set traps and placed explosives all over the map.

REJUVENATION

Required Level: 39

Reduces the health recovery delay after taking damage, and speeds overall healing. You must be level 39 to get it, but this skill trumps the other skills as you are able to regain health more quickly than those who do not have it equipped. However, it does not help if you quickly die from a headshot, powerful weapon, or an explosion.

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GAME MODES

There are four modes in *Tomb Raider* Multiplayer—three team-based and Free for All, where everyone is out for themselves. Rescue and Cry for Help are both objective based and require good team play to defeat the other side. Deathmatch pits the Survivors against the Solarii in a team-based fight for survival.





The three team-based modes are played in rounds—best of three by default. In created private matches, this can be changed to best of five or best of seven. For every round, the teams change sides, so that everyone gets the same chances until the final round if the game is tied. At this point, the team with the advantage, or best scores, votes for their next team.

For the objective modes, if neither team reaches the required number to win, the best fraction of completed over required objectives wins. For example, say you are playing a Cry for Help match with default options; three towers and 20 batteries. The Survivors activate two towers and the Solarii collect 15 batteries. The Solarii win since 15/20 is greater than 2/3. If the fractions are equal, the round is a tie. If a match goes into a final round with equal number of wins for each side and ends in a tie, the match is called a draw.

CRY FOR HELP

Cry for Help is a round-based mode where Survivors must activate radio transmitters while preventing their batteries from falling into Solarii hands. This mode is about defending objectives for the good guys and raiding those points for the bad.



MATCH OPTIONS

The options for Cry for Help default to a ten minute, best of three match. Three towers are required for the Survivors to win and the Solarii must collect 20 batteries. The following options can be changed in a created private match. Depending on how many people are playing, the number of towers versus batteries would vary to make for an even match. More players in a match means more killing.

TIME LIMIT	Up to 20 Minutes
NUMBER OF ROUNDS	Best of 3, 5, or 7
TOWERS TO ACTIVATE	Up to 4
BATTERIES TO COLLECT	5 to 50

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SURVIVOR OBJECTIVE



There are four radio transmitters always located at the same four locations on each map. Each radio has a circle around it that acts as a zone of influence. The Survivors must activate these by standing within a zone until it is fully activated.



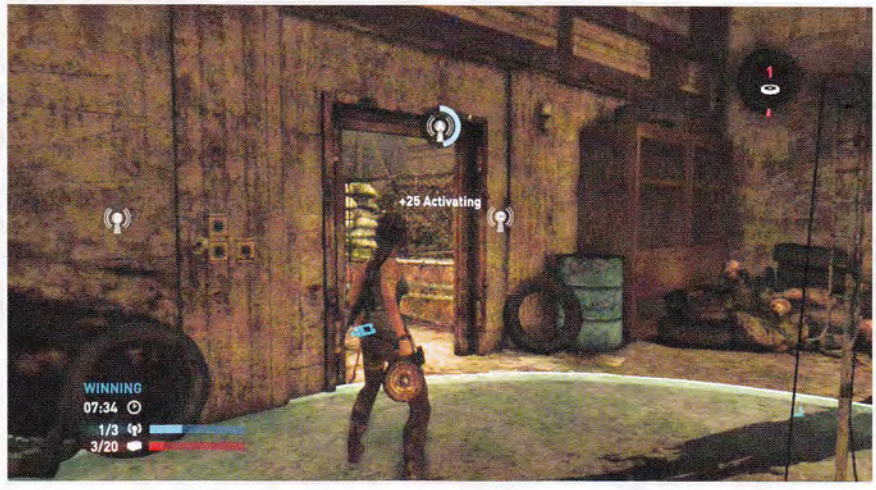
With one player in the zone activating a tower, a circular activation meter slowly builds. Adding more teammates into the zone causes the meter to fill more quickly. The number of Survivors activating the tower is shown on the bottom of the meter. If everyone empties out of the zone, the amount of activation starts to drain from the meter. Step back inside the circle to get it going again.



Once a radio transmitter is captured, the Survivors must move on to the next one. By default, the number of radios required to win a round is three. In a created private match though, this can be changed to one, two, three, or four.

SURVIVOR STRATEGY

Each map presents some radio transmitters that are tougher to capture than others. Towers located out in the open or with entry points on all sides are tougher to defend. Grab the ones that are better protected by walls and obstacles first. Even leaving up a debris barrier on one side can delay the enemy and alert you when they enter at that location.



Set traps and place explosives at as many openings that you can. That way, you can focus attention on the other entry points. Equip the Spite skill as a Survivor to possibly take out an enemy who swoops in for your battery.

Even when defending a radio, staying on the move is key to staying alive. It can at least delay an inevitable death, giving others time to kill your pursuer or capture a tower.

Moving as a team from point to point gets the job done more quickly, but having four players inside a zone makes for an easy target for the Solarii's explosives or big guns. One sweep of the powerful minigun can eliminate the entire team pretty quickly. Avoid grouping too much and spread out to the edges of the circular zone.



Another strategy is to split up as you capture the objectives. This way you force the other team to separate. If they do stick together, keeping just one guy alive at the attacked tower can give the other players time to fully capture their objective. This is a good time to jump and roll around as you delay the attackers.

Remember that the only way for the Solarii to score is to grab a battery after making a kill. When the Solarii get the jump on your position and get some kills, go for your teammates' batteries to prevent them from getting the points. If they completely wipe out a full team at an objective, they can score four points just by collecting all of the drops. Sometimes you must decide to go for a teammate's battery over defending the objective.

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SOLARII OBJECTIVE

The Solarii's objective is to steal batteries from slain Survivors to prevent them from activating the radio transmitters. When a Survivor is killed, their battery is dropped. Carefully move in and grab it to score a point for the Solarii. The default number required for victory is 20, but this can be changed in a created private match to between five and 50.



If a Solarii steps inside a zone while it is being activated, progress toward capturing the tower is stopped. If the Survivors are removed from the zone, it starts to deactivate and any progress gained toward capture starts to be removed slowly. Again, the more Solarii inside the zone, the quicker the meter empties until it reaches zero activation.



It doesn't matter how many of each side stands inside a zone. If there is at least one from each team, the activation meter stalls until one side is removed.



SOLARII STRATEGY

As a round starts and you move into the field of play, keep an eye out for an activating transmitter—an activation meter with a red circle building. Cautiously sprint toward this objective as it is likely that the Survivors have set up traps and placed explosives.



Having a team member equip the Tracker skill gives your team the ability to sniff out these traps. Take out their placed explosives from a safe distance—possibly damaging the enemy if the devices are close enough to the zone.

Shoot a Napalm Grenade into an occupied zone to clear it out or at least flush the Survivors out of hiding. A Flash Grenade can also work as it disorients the Survivors—making them easier targets for your team. Launch these from afar as both of these affect your team too. Firing a flare into the circle reveals any members of the opposing team and damages anyone who walks through its area of effect.





Whenever you have an available Fake Ammo Box or Dynamite, place it around towers that have not yet been captured. This can at least slow your foes down as they go in to activate the transmitters. Remember that if you see an enemy moving in near one of these explosives, you can shoot it so that it detonates early.

Always be aware of the other transmitters in case the Survivors decide to split up. Getting at least one player into a zone stalls out the activation. Then, some dodging by the player can delay long enough for the team to move in.

Team strategies are very effective when playing as the Solarii. If you can flank an occupied objective or even surround it, you gain an advantage over the defending team.



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FREE FOR ALL



Free for All is survival of the fittest, where each player is on his own. The first player to reach the required number of kills wins the match. Kill enough players without dying to become the "Executioner" and secure your dominance before time runs out.

MATCH OPTIONS

Free for All with default options is ten minutes long and requires 15 kills. Executioner rules apply. Executioner can be turned off in a created private match and the number of kills required can be cranked all the way up to 100.

TIME LIMIT	Up to 20 Minutes
EXECUTIONER	Yes/No
NUMBER OF KILLS	Up to 100

OBJECTIVE

The only objective in Free for All is to kill more opponents than anyone else. This mode does not have rounds, so the winner is decided in one time limit. The maps are not huge, so it can be a kill fest. A 15 kill limit can be reached quickly in a full eight player game.

When a player gets five kills in a row without dying, they become the Executioner. This is signified by a red star that appears above their head. At this point, the number of executions remaining is shown above the game clock on the left side of the screen.

When a player is killed by the Executioner, he does not respawn until the Executioner dies. When the Executioner is killed, the game returns to normal. If the Executioner successfully eliminates everyone else before dying, they win.

Unlike the team modes, players do not spawn inside the two bases. There are ten spawn points around the middle playing field. When someone dies, they spawn away from the action with a couple of seconds of protection time to get oriented.







STRATEGY

This mode is mano-a-mano, so outplaying the other seven players is the key to winning. The game is similar to single player where you play as Lara against all of the hostile islanders, but now you play against less predictable humans. You do not know where the other nine are and traps are set up everywhere you walk.

With eight players on these maps, there could be a player around every turn. Spending too much time sniping behind cover can be dangerous as it won't be too long before someone stumbles upon your position. At least set some traps and explosives around your area if you do hang around the same spot for any amount of time. Staying in motion makes you a tougher target for your foes.





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Use everything you have in your arsenal to defeat your enemies. Set traps wherever you can and place Fake Ammo Boxes or Land Mines in busy locations. Equip the Spite skill to give your killer a surprise if they don't move along quick enough.

Power Weapons are important as they can turn a game around in the hands of a skilled player. Always know the possible locations of the competition bow and minigun and sprint to grab it whenever one is available—if not to dominate the game, at least to keep others from doing so.



Use your axe to take out unsuspecting foes or someone who gets too close. Be careful if you get in an axe fight with someone else as another player can come in and get two easy kills. Use disorienting grenades, such as the smoke grenade, on an enemy and then use a charging melee attack to finish the job.



Learn the maps to get an advantage on others. Know the quickest routes across the map and to the power weapons. Learn the spawn points as players will be popping in and out often. No matter where you are, think about an exit plan in case an enemy gets the jump on you. Use the cameras during the respawn time to check out where others are fighting.

ROPE ASCENDER

In Free for All, both Survivors and Solarii have access to the Rope Ascender. Tap the Action Button when hanging from a zip line to use it. This allows you to quickly move up a rope and escape trouble.

RESCUE

Rescue is a round-based mode where Survivors attempt to recover medical supplies while the Solarii must finish them off with a melee execution. When carrying medical supplies, players are vulnerable to attack and must be defended by the rest of the team.

MATCH OPTIONS

TIME LIMIT	Up to 20 Minutes
NUMBER OF ROUNDS	Best of 3, 5, or 7
MEDKITS TO RETRIEVE	Up to 20
SURVIVORS TO KILL	Up to 100

Rescue matches are played best of three and are ten minutes long per round by default. Survivors must return five medical supplies while Solarii try for 20 executions. These two numbers can be increased to 20 medical supplies and 100 kills in a created private match. More players in a match result in more kills, so adjust accordingly.



SURVIVOR OBJECTIVE

A medkit appears at one of several locations around the map. The Survivors must move out to it and one member picks it up. The goal is to get the medical supplies back to a set drop zone. This location is always the same, no matter where the medkit is.

The carrier is unable to sprint, jump, or climb. If this player drops off a ledge, aims a weapon, or sprints, they drop the medkit. The item can be tossed ahead by pressing the Fire Button. Once it crosses into the drop zone, whether in a player's hands or from a toss, the Survivors score a point.



The rest of the team must protect the carrier as that player moves toward the goal. If the objective is dropped, someone else can pick it up. If it lands near the zone, it can be shot from the opposite direction to knock it inside. The Solarii are unable to pick it up and it disappears after a short while.

When a Survivor's health is depleted from gunfire, he is knocked to the downed position where he starts to bleed out. At this time, a teammate can walk up to the dying player and revive him by pressing the B/Circle Buttons. The downed player can hold down the B/Circle Button to immediately respawn, but this scores a point for the other team.

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SURVIVOR STRATEGY



Use Sprint whenever possible to get to the medical supplies quickly. The Second Wind skill helps you get there sooner with longer sprint times. Watch out for incoming Solarii as they will be gunning for you as you go for the objective. You may need to spend some time fighting off the resistance before grabbing the objective as you are a much easier target as the carrier.



Knowing the map well is vital for the carrier in this mode. There is always a route to the drop zone that doesn't require dropping off a ledge, but it can be right up the middle where you are extremely vulnerable. Sometimes it is good to take the out of the way, better protected road to the goal.

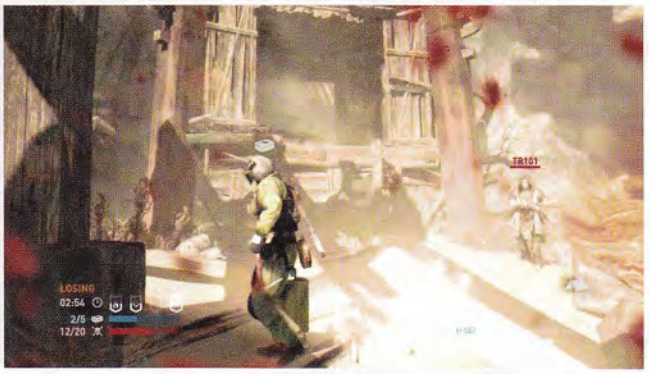


Be sure that the carrier has good protection as they move toward the zone. It is often good to eliminate any explosive devices or barrels in the gopher's way. Otherwise, the Solarii will use them to their advantage.

Even though your goal is to retrieve the medical supplies whereas the Solarii are out to kill, it is still good to get in kills whenever you can. Place explosives and set traps near their base to get them as they respawn or at least slow them down.

If you are under fire and cannot escape behind cover or drop to a lower level, toss the case toward the zone and dodge the attacks. Help the team eliminate the threat before proceeding toward the goal.





Look out for downed teammates and if it is safe, go in for the revive as this denies you opponents a score. If you are downed close to the end of a round, avoid respawning immediately to also deny them a point. Use your handgun to keep potential executioners at bay.

SOLARII OBJECTIVE

Once again, the objective for the Solarii is to kill the Survivors. Any time one dies by execution or from bleeding out, the Solarii score a point. This is the only mode where a Survivor can be down but not dead.



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When a Survivor's health is depleted, the player is downed. At this point he or she makes a last stand with a handgun. A meter slowly drains as the player bleeds out. Death sets in once it is fully depleted and at this point a point is scored.



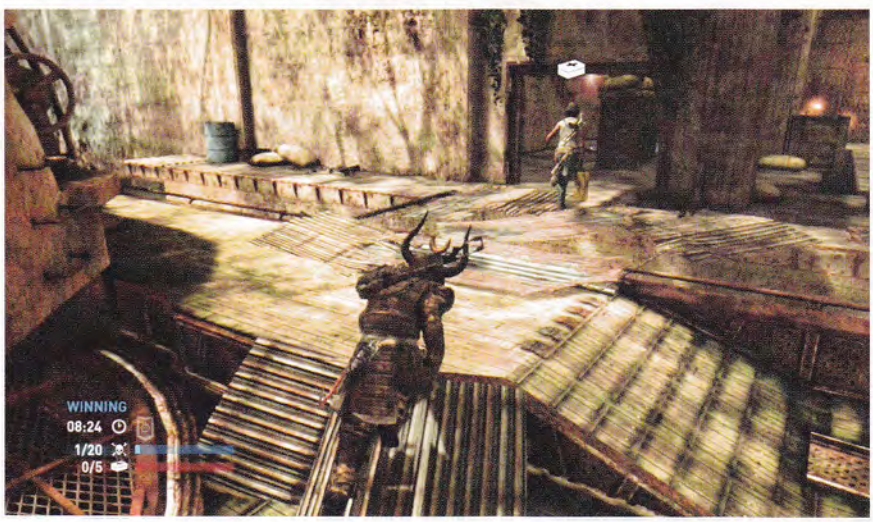
When downed, a player is impossible to take out with gunfire. The downed player can take out enemies, but can only be revived by a teammate. Setting off a trap, such as spikes, kills a downed player. Explosions next to a downed player do not finish the job.



When an enemy is downed, a Solarii can execute the player by getting close and pressing the Melee Button. Finishing off a Survivor scores a point for your side. Take advantage of cover and dodge to avoid gunfire.

SOLARII STRATEGY

As the Solarii, the goal is to finish off as many Survivors as possible while keeping them from returning to the drop zone with the medical supplies. Use any means that you can to keep them from achieving their goal.



Set traps and place explosives in routes that lead to the drop zone. Use exploding barrels and propane tanks as the carrier passes by to slow their progress. Use everything you have to keep them from scoring as you must execute four Survivors for every medkit returned just to keep up. Note that in a created private match, these numbers can be changed to make a different ratio.



Wait for a Survivor to pick up the medical supplies and then gun them down as they have to drop the item before firing back. Watch out though, as a good team will be defending their carrier.



Remember that the team does not score until the downed player bleeds out or is executed. Be wary when going in for the kill as the downed player still has a handgun and other Survivors are probably coming in to help out.

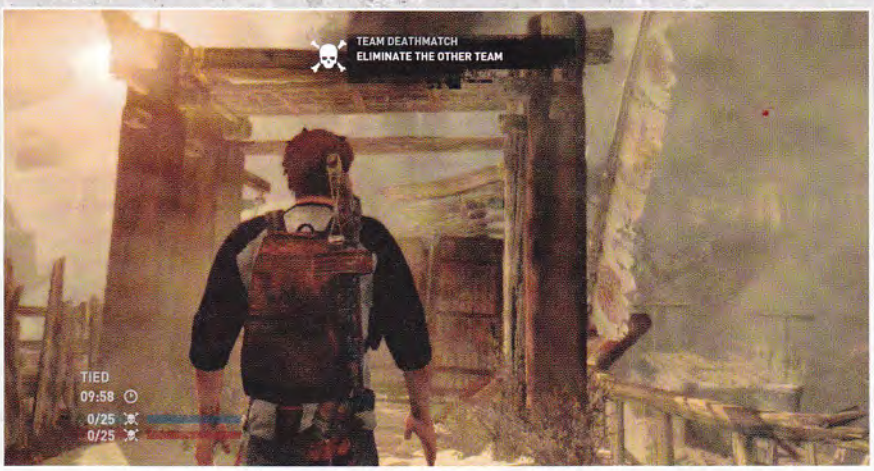


When you down a Survivor, wait for another player to move in to revive and put down a second foe. Now you can swoop in for a double execution and score twice the points for the team.



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TEAM DEATHMATCH



Team Deathmatch is a round-based mode where Survivors and Solarii must fight for supremacy. The team with the highest number of kills at the end wins the round.

MATCH OPTIONS

A default game is best of three rounds and each round takes ten minutes. The first team to 25 kills wins the round, but this can be cranked up to 100 kills in a created private match.

TIME LIMIT	Up to 20 Minutes
NUMBER OF ROUNDS	Best of 3, 5, or 7
NUMBER OF KILLS	Up to 100

OBJECTIVE

Similarly to Free for All, the only goal in Team Deathmatch mode is to kill. Unlike that mode though, you only want to eliminate players on the opposing team. There is no Executioner mode either. The first team to the required number of kills or the team with the most kills at the end of the time limit wins. Teams switch between Survivors and Solarii after every round, so be sure you have a desired loadout set up for each side.



Each team starts out at their own base located on one end of the map. There is no downed state in this mode, so once your health is depleted you are out. Dead players spawn back at their team's base.

STRATEGIES



Team play rules in Team Deathmatch. Communication is vital in all of the team-based modes. Let your side know where the enemy is located and when you need help.



Look out for teammates in trouble and defend them. This not only helps out your team, but keeps the other side from getting another point.



If the opponent is held up at one location or moves as a group, try to get a jump on them by flanking. This can be tough on some maps as they are pretty narrow.



Just as in any other mode, use everything you have at your disposal to get an advantage. Set traps and place explosives in busy locations. Visit the three power weapon locations in case one shows up and grab it. A competition bow in the hands of a skilled user with a team to defend them means bad news for your side.

Since your team always respawns at the same location, watch out for opponents who camp outside. Notify the team when this happens and cautiously leave the base.

Learn the maps so that you know the best routes to power weapons and hot spots. Full knowledge of the area helps in escaping if you are ambushed.

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UNDERGROUND



Below the island there is an old military base which lies in a hollowed out cavern. A channel of water runs through the middle of the base and in this water is an old rusted submarine. This submarine holds a secret that could help secure your victory in this area. At the beginning of the match the Survivors and the Solarii start on opposite sides of the submarine in well protected rooms to the north and south.

The focal point of this map is the old Japanese submarine. There is only one usable turret on this map and it is located directly on top of the submarine near the hatch. The turrent is very exposed, so using it is not recommended unless you have allies nearby who can protect you while you operate it.

There are two rooms to the south of the submarine and two rooms to the north with two floors. These rooms have many access points, making them difficult to hold. Be sure to use the nearby snare traps and exploding barrels to help hold each area while playing Cry for Help, as it helps deter advancing enemies. The room to the southeast of the submarine is where the Survivor's must take the medical supplies during Rescue. This room is very small and easy to defend with many points of cover. Careful placement of dynamite can also help secure doorways and windows.

ALL MODES

- Solarii Base
- Survivor Base
- Power Weapons
- Machine Gun Turret
- Self Destruct Button
- Salvage Chest
- Exploding Barrels
- Snare Trap

ALL MODES

- Propane Trap
- Rockfall Trap
- Lantern Trap

RESCUE MODE

- Medical Supplies
- Survivor Camp

CALL FOR HELP MODE

- Radio Transmitter

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THE METAL DRAWBRIDGE

Between the Survivor and Solarii starting area there is a large metal bridge connecting the two sides. While this bridge allows some protection for players crossing it, it is also one of the unique trap locations on this map.



The first way to use this bridge involves collapsing the bridge onto your enemies as they pass underneath or cross overhead. This can be done by shooting one of the red Exploding Barrels that lie just underneath the bridge on the deck of the submarine. There are two barrels; each barrel collapses its corresponding side when detonated. Any friend or foe caught underneath the bridge when it collapses is instantly killed.

BATTLEFIELD AWARENESS

If you are fighting on a team and not in a Free for All match, be on the lookout for any team members who happen to be near or on the bridge. It is in your best interest to make sure none of your team is caught in the collateral damage when you destroy the bridge.

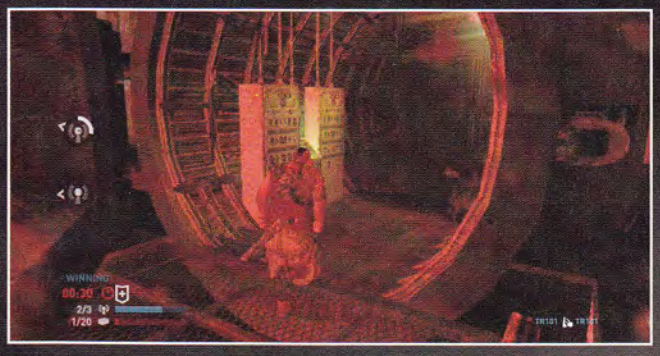


The second way to use this bridge as trap can only be accomplished once the bridge is initially collapsed through destroying the Exploding Barrels. Each side of the bridge has a power box that anyone can activate or deactivate. Once activated, the entire bridge becomes electrified. Any player caught on the bridge is going to take continual electrical damage until they can escape. This make crossing the bridge nearly impossible until it is deactivated.

THE WWII SUBMARINE

In the center of this map is an old Japanese submarine. While the submarine itself can serve as a bridge across the water to either side, it also has a few Salvage crates along its deck. If you climb up to the top of the submarine there is a Machine Gun Turret. This turret has great sight lines over most of the battlefield in exchange for very little cover.

The submarine also has another unique feature which becomes available after four minutes have passed from the start of the match. The front of the sub starts to slowly grind open as warning sirens begin to go off in the base. Once the hatch opens, all players have access to an inner control room. Inside this small room is a control panel which can be activated at any time. If anyone activates this control panel the time limit of the match immediately shifts to two minutes remaining and the entire facility begins self-destructing. From this point forward falling debris and explosions can instantly kill any player if they are out in the open.



TACTICAL ADVANTAGE

If at any time you or any of your team is winning the match and the match has more than two minutes remaining, trigger the console in the submarine. Reducing the time available for others to score against you helps you solidify your chances of winning.

This also is a good tactic to use if you happen to be losing the match and there is less than two minutes remaining and the submarine hasn't been activated yet. The increase in time may give you the edge you need to regain the lead.

POWER WEAPON LOCATIONS

Location A: On the deck of the submarine on the east side of the sandbags just west of the metal bridge.



Location B: In the room southeast of the submarine on the floor near the desk.



Location C: On the second floor against the wall in the room northwest of the submarine.

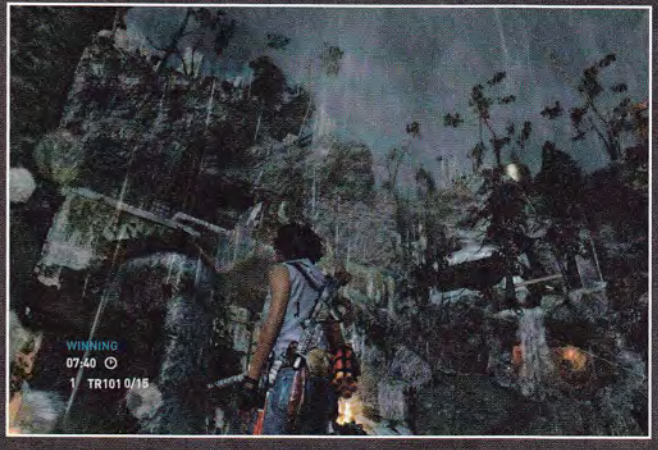


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BEACH



While you won't see any sand on this map, you find yourself very close to the shoreline of the island. The Solarii have scavenged supplies from the ruined buildings to build lightning rods on this map, since this area of the island is constantly plagued by storms. Random lightning strikes can hit the ground and cause fires so use caution when in open areas. Even though the Solarii have attempted to harness the deadly power of lightning here, the Survivors may also find it quite useful while defending their supplies.



The Survivors start in the base to the north while the Solarii stronghold is located to the south, high up in a ruined building built into the cliff. The main feature of this map is a Gondola which travels between both the Survivor and Solarii starting locations. You can also find many tunnels to the east and south of this map littered with various traps.

In the center of the map is a concrete ramp leading up to the only Machine Gun Turret. This turret has great line of sight to the area surrounding the Survivor's base, but is very vulnerable from every location on the map. There are also underground tunnels offering relatively safe passage for those who don't wish to brave the open ground. Just be sure to check for trip wires when exploring these tunnels as the trap located here is deadly.

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THE GONDOLA





The Gondola can be easily seen from most locations on this map as it travels to the north and south between the two teams' camps. It is the fastest means of transport from ground level to the upper areas and also provides a decent amount of protection due to the two makeshift metal walls attached to its east and west sides. Using this moving platform to snipe at targets from above in relative safety is the ideal use of The Gondola.

Using the Gondola to get to the elevated concrete platforms on the south side of the map is essential to cutting off the opposing team in the upper tunnels or reaching your allies. This way you don't have to travel along the outer edges of the map and pass through the narrow trap laden tunnels. From the highest point that the Gondola reaches you can easily gain access to these tunnels or climb the nearby walls for the ideal sniper posts in the bunkers located in cliff face.

SWISS CHEESE

If at any time you are riding up or down the Gondola, always keep track of who is on the Machine Gun Turret. If an enemy gains control of this turret and you pass in front unaware you will quickly be filled with holes. Your only option is to jump off the Gondola or get off a quick head shot on whoever is controlling the turret.

LIGHTNING RODS

Scattered about this map are deactivated lightning rods. These rods can be used to destroy any opponent with a bolt of lightning if they pass near it. The lightning rods can be easily overlooked if someone is focused on chasing you down. Be sure to activate as many of them as you can while you are fighting your opponents. If a rod is facing down towards the ground it is safe to approach and fix so it is upright and ready to receive a strike from the skies.

If you or anyone on your team sets up the lightning rod it doesn't activate when you pass near it. These rods only activate when an opponent comes near. Keep in mind that lightning is very volatile and can kill anyone near the rod when it strikes, regardless of who set the trap. So while you may be standing near a rod and be safe since you set it, when an enemy approaches it with you nearby the lightning hits all targets—including you—with deadly force.





HARNESS THE LIGHTNING

From a safe distance, shoot any lightning rods which don't display your team's color to safely deactivate them. This is the only way to make the lightning rods inert without setting them off. Resetting lightning rods previously activated by your opponents can easily catch them off guard if they are not paying close attention and they believe it's still safe.

POWER WEAPON LOCATIONS

Location A: On top of the southernmost climbable pillar to the east of the Machine Gun Turret.



Location B: On top of the concrete pedestal just to the east of the Survivors' camp.



Location C: Inside the military bunker built on the west side of the map, high up in the cliff wall.



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MONASTERY



This lonely monastery is located deep within the mountains in one of the hidden areas on the island. The cavernous ravine containing the monastery is a maze of deadly ridges and is surrounded by statues and carvings of the priests and priestesses who dared to make the journey here. Since the Solarii have been here for some years they have placed zip lines and traps all around the monastery, as well as barricades into the lower entrances of the monastery itself.

The Solarii start to the east of the monastery deep within the large cavern, while the Survivors start far to the west of the monastery in a network of caves. The monastery is one of the main features of this map, as are the narrow stone bridges that traverse gaps to small plateaus. Both areas are extremely deadly to the unaware and should be traversed with extreme caution.



Most surfaces on this map are climbable with the help of your climbing axe. Not only are the many pillars and walls in the map climbable, but the edges of the battlefield can also be used to travel. There are many twists, turns and hiding locations on this map so be sure to always look above and below for enemies lying in wait when navigating the ridges.

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AREAS OF INTEREST

STONE BRIDGES



One of the main traps on this map are the stone bridges leading to Power Weapons or zip lines. If you look carefully under these stone bridges they are rigged to explode with multiple exploding barrels. Be very wary of crossing these bridges early on as any opponent setting them off when you are on it results in your immediate death.

These bridges can also be used to kill opponents who are crossing underneath them. Blowing the bridge causes the falling stones to kill anyone who is directly underneath it. Killing enemies who are running underneath bridges requires exact timing and should be done right before they cross under it.

PREEMPTIVE STRIKE

Even though it is not ideal, if you are a Survivor on this map doing Rescue mode it may be best to destroy all the nearby bridges early to ensure you or your team can't be killed by them. Since running with medical supplies makes you slow and you have to pass under these bridges multiple times, destroying them early removes this deadly option from the Solarii's arsenal.

CLIMBABLE ROCK

Almost all surfaces in the map are climbable and should be used as often as possible to escape your opponents or reach elevated locations in the monastery from the outside. Climbing up pillars or rock walls to the plateaus above provides a substantial amount of cover and can provide you with many opportunities to ambush your foes.

DAREDEVIL'S ESCAPE

If a superior force is advancing on your position and no allies are nearby to help with the firefight, sometimes it is best to avoid the battle. Jump off the edge of the map and move back towards it and cling to the cliff side with your climbing axe. This provides you with a few moments of cover while you scale the wall to a better tactical location. Inexperienced players may also believe you jumped to your death and give up the chase altogether.



RUINED MONASTERY

This old ruined monastery has tons of traps inside of it. Any player entering the monastery should be extremely cautious and be on the lookout for snare traps as well as rockfall traps in the corners of this building. Since this structure starts right next to the Solarii, Survivor players in team modes should expect for these traps to be already armed.



Use zip lines to quickly reach the ridges in the middle of the map from the third floor of the monastery. The balcony outside the third floor also offers decent protection while giving an enormous advantage due to its elevation. Be aware of players trying to setup in these locations as snipers for those crossing the open ground. The monastery also has a main gate which can be opened or closed by a switch just inside. Since medical supplies can spawn inside the monastery, it is in the Solarii's best interest to keep this door closed to make the Survivor's travel distance longer.

POWER WEAPON LOCATIONS

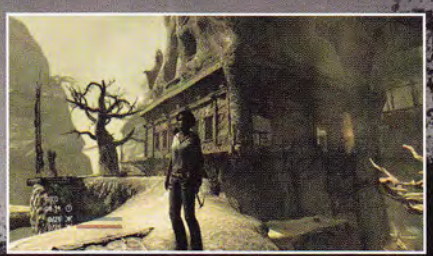
Location A: On the lower paths near an exploding barrel, just north of the rockfall trap near the Survivor's base on the southwest side of the map.



Location B: On the northwest-most small plateau near a makeshift wooden fence on the ground.



Location C: On top of the ridge that is just southwest of the monastery, directly south of the dead tree with the flag near it.



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CHASM



This map is a sun-bleached dry land where the Oni have built up fortifications. Many of the structures have fallen into disrepair over the years, including the main bridge on the west side of the map where the Survivors' camp is located. The Solarii start on the east side of the map near the main gate to the Chasm Shrine. Over time the Solarii have installed many zip lines near the bridge and shrine to ease travel between locations.



The main tactical feature of this map is the ancient bell that is hanging near the Solarii camp. This bell was used by the Oni to summon the wrath of the Sun Queen in the form of a blinding sandstorm. There are some tunnels in this area which can protect you from the storms if you can reach them in time, even though the Solarii have barricaded all entrances to them. While the tunnels can provide protection from the sandstorm, those who run into them blindly can easily fall prey to the many traps within.

Players who find themselves outside in the open should find cover near the many fortifications that litter this battlescape. Be wary of falling rock traps near pillars and exploding barrels when taking cover from enemy fire. The further east you travel on the map the more of an advantage you have from elevation. Securing areas near the bell provides the best vantage points and also gives you access to the storms.

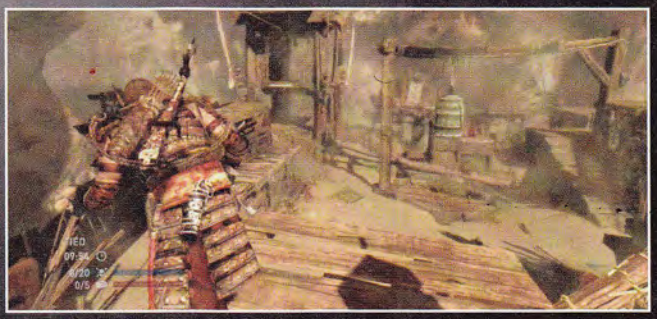
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AREAS OF INTEREST

ANCIENT BELL

The ancient bell mechanism is up on top of the fortifications just north of the bell. Any team using this bell immediately gains the ability to see enemy players from much greater distances as a gift from the Sun Queen. Players on the opposing team have their visibility reduced to very short range making them easy targets for the short time the sandstorm is in effect.

Any players caught out in the sandstorm should immediately seek cover in any of the nearby fortifications or attempt to head underground. This protects you from any potential snipers just waiting to pick you off while you wander around in the sandstorm. If you head underground be sure to be extra careful as there are many deadly traps waiting in the corridors ahead.





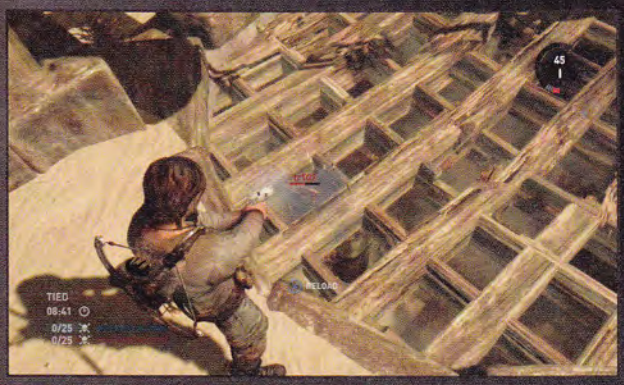
SUPERNATURAL COVER

When playing on the Rescue game mode be sure to try and access the roof and use the bell when you are playing the Survivors. Activating the bell as your team grabs the medical supplies can give your team the extra edge they need to remove potential threats from enemies advancing on your medical supply carrier.

UNDERGROUND PASSAGES

DEATH FROM ABOVE

When you are in the tunnels and entering the shrine room with the statue, always be aware of the wooden ceiling above. If it is still intact it can be used as a trap; if you are caught under it when it falls it spells instant death. One of the objectives in the Cry for Help mode is around this statue in the shrine, making it extremely dangerous to try and capture. If you are a Survivor in this mode it is imperative you are the one to destroy the ceiling so it can't be used against you later.



There is a series of underground tunnels that lead to a small shrine directly under the ancient bell. The entrances to these tunnels have been barricaded so they need to be shot down in order to access the areas within. Be sure to keep an eye on the floor and ceiling for rockfall traps, snares, and spike trap trip wires.



The areas within the passages are very narrow, as are the small rooms at the end of the passages. Because of this explosive weapons and traps are extremely deadly here. During the objective modes, Rescue and Cry for Help, many of the locations or items you need are within these passages and become locations where major firefights take place. Securing these areas during the objective modes is crucial to quickly gaining an advantage over your opponents.

POWER WEAPON LOCATIONS

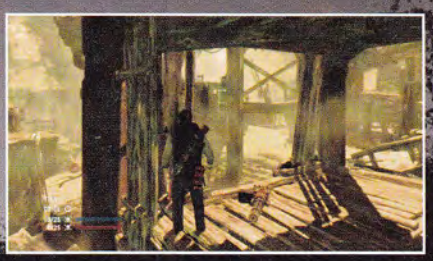
Location A: On the floor inside the wooden building in the southeast, connected by a zip line to the Survivors' base.



Location B: On the ground just south of the northernmost structure in the middle of the map, next to a ramp and an exploding barrel.



Location C: On the floor of the bottom level of the tower, just southwest of the ancient bell.



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SHRINE



High atop the mountains is an area where this temple resides, seemingly impervious to the ravages of time. The building itself is in remarkable condition and even appears to still be in use. There are two bridges crossing a small ravine leading north of the temple to the wilderness beyond. Scattered throughout the area are also some Japanese lanterns which can be seen blowing in the wind.

Even though this area may seem serene, it is anything but. The lanterns in the area are highly combustible, and if shot, immediately create a small blaze that can become deadly to any player nearby. Crossing the bridges here is relatively safe as there are little to no traps to avoid. The bridge to the northeast of the temple has the most cover and is the safest passage to the temple area.

Any players entering the temple basement have many traps to avoid, such as exploding barrels and spike traps. The area below the temple holds a lot of storage containers which can be used as cover. Just be sure you are not taking cover near any that are red. These are a little less obvious than normal exploding barrels as they are stacked near other supplies and look the same.



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AREAS OF INTEREST

TEMPLE

The temple has two floors and an outside balcony with multiple cover positions. Always be on the lookout for nearby lanterns when inside the temple or out on the balcony as these can be shot and dropped on any player near them. This knocks the player out of cover, while also damaging them slightly over time. While the lanterns are dangerous, they are not instantly deadly and you can avoid their damage if you move quickly out of the fire.

Fights inside the temple are mostly close quarters and any powerful short range weapons are extremely potent here, as are explosives. Since there is plenty of cover inside the temple players should expect melee attacks from enemies sneaking up on them around corners or even dropping from the levels above right near them. The temple also has wooden shutters in the windows which can be shot out. These windows provide excellent locations to shoot out of or escape through.





WINDOW OF OPPORTUNITY

On the first floor on the east side of the temple are some wooden shutters that can be shot out. If you use the Descend Button you can hang from the outside edge of this building and wait for the perfect time to assault any opponents inside the temple. Unless someone is specifically looking for you or saw you exit this way, this position is normally overlooked. This is especially useful during the objective based modes on this map.

WATERFALL



The waterfall is close to the Survivor starting area and offers an excellent sniper post for anyone who controls it. There is a climbable rock wall in the ravine leading to the temple basement, as well as one on the opposite side. Climbing is the only way to reach this vantage point and you are vulnerable while doing so. If you plan on using this position to snipe, be sure to shoot the exploding barrel as it can be used to kill anyone near the edge of this area.

BASEMENT

IT'S A TRAP

Once you have access to placing traps like dynamite or fake ammo boxes, you can start to get nasty with your defense of an area. When placing traps always try and place them in locations that enemies do not have clear line of sight to. On an inner wall or around a corner near the wall or cover works wonders, as by the time they hear the trap beep its warning it is far too late.

Below the temple is a basement where all the goods are stored. Some of these containers house explosives and are extremely deadly to anyone caught nearby when they explode. There is also a single trap located near the entrance of the basement from the outside area. This spike trap can be triggered from inside the room and makes for a great choke point to hold enemies at bay. If you are activating the radio tower in Cry for Help or trying to deactivate it, be sure to take up positions to watch all three entrances into the basement.

POWER WEAPON LOCATIONS

Location A: On the wooden bridge to the northeast of the temple, just north of the shrine on the bridge.



Location B: On the second floor of the temple on the floor mat near a table on the northernmost side of the building interior.



Location C: On the ground, level with the second floor balcony just west of the temple on a ridge.



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EARNING XP

There are many ways to earn experience (XP) in Multiplayer matches. Though there is no XP modifier based on the number of players, when the teams are smaller you are more likely to gain more XP since you might be able to complete more of the objectives yourself. Perform the following actions to level up more quickly.



PERFORM ACTIONS

The following actions earn XP when performed during a game. You always earn 100 XP for a kill, but note that special kills get you more.





ALL MODES

ACTION	XP
Freed Teammate – Rescue a teammate from a snare trap	200
Kill – Any time you kill an enemy	100
Downed – Downing a Survivor	50
Headshot – Extra XP for taking out a player with a shot to the head	50
Explosion – Extra XP for killing with an explosion	50
Electrocution – Extra XP for killing with a lightning rod on Beach	100
Impaling – Extra XP for killing with the trip-wire	100
Crumbling Platform Trap – Extra XP for killing someone by shooting out a platform above them, such as the one below the bell in Chasm.	100
Melee – Extra XP for killing with a melee attack	50
Stealth Kill – Extra XP for killing a player with a stealth kill	100
Charged Melee Kill – Extra XP for killing with a charged melee attack	50
Ensnared Victim – Extra XP for killing someone in a snare trap	100
Defend – Extra XP for killing an enemy as they fire on a teammate	50
Assist – Kill a hurt player	50
Ensnaring Assist – A teammate kills someone in your trap	50
Complete a Round – Even if joined in progress	300
Winning Team – Be on the winning team at the end of a match	3000
Losing Team – Be on the losing team at the end of a match	1500
Draw – Everyone gets this bonus when a match ends in a draw	2000

CRY FOR HELP MODE

ACTION	XP
Fill Tower - Any Survivor inside the circle when the Transmitter is captured	500
Activating - Survivor Activating a Transmitter. Earned for each chunk that is added to the meter	25
Deactivating - Solarii Deactivating a Transmitter. Earned for each chunk that is taken away	10
First to Interrupt Tower – Be the first Solarii to interrupt a transmitter that has been partially captured	200
Zone Blitz – Killing an enemy inside the zone while also in the zone.	200
Zone Control - Survivor kills Solarii who is outside the zone while standing inside the zone	100
Zone Control - Solarii kills survivor who is outside the zone while standing inside the zone	100
Zone Suppression - Survivor kills Solarii who is inside the zone while standing outside the zone	50
Zone Suppression - Solarii kills Survivor who is inside the zone while standing outside the zone	50
Collect Battery - Survivor picks up a battery	100
Collect Battery - Solarii picks up a battery	200

RESCUE MODE

ACTION	XP
Medkit Recovery – Carrying or throwing medical supplies into drop zone	750
Medkit Recovery Assist – Teammate carries or throws medical supplies into drop zone	250
Short Carry – Survivor carries the medical supplies a short distance	75
Medium Carry – Survivor carries the medical supplies a medium distance	200
Long Carry – Survivor carries the medical supplies a long distance	500
Flag Carrier - Solarii kills the medical supply carrier near the drop zone	1000
Downed - Solarii hurts a Survivor and downs them	50
Execution - Solarii kills a downed Survivor	200
Downed Kill - A downed Survivor kills a Solarii	75
Revive - A Survivor revives a downed teammate	50

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PROWESS - FEATS

Accomplish the following feats during multiplayer matches to earn extra XP. Select Feats from the Prowess screen to track how many times you have earned each one.



FEAT	DESCRIPTION	XP
Annihilator	Kill 3 enemies with a single explosive device.	500
Archenemy	Kill the same enemy 5 times in a round.	350
Arsonist	Kill an enemy player with fire.	250
Assassin	Headshot 10 enemies in one round.	1000
Blow Out	Kill 5 enemies by explosion.	500
Bouncer	Kill 5 enemies less than 10s after they respawned in one round.	250
Deadeye	Kill 3 enemies by headshot.	350
Delivery Boy	Recover 3 medical supplies in a single round.	1000
Demolitionist	Destroy 3 structures in a single round.	125
Double Trouble	Kill your attacker at the same time you are killed.	400
Easy Prey	Kill an enemy who is out of ammo.	150
Enough	Kill the enemy that "Farmed" you.	750
Fighting Back	Kill the enemy that "Stalked" you.	500
First Blood	Get the first kill of the round.	200
Give It Back	Kill the enemy carrying the medical supplies.	100
Gopher	Recover your first medical supplies of the round.	350
Headhunter	Kill 15 enemies by headshot.	1500
Healing Freak	Revive 8 teammates in a match.	1500
Hijacker	Loot the battery off an enemy killed by an ally.	100
Indecisive	Change loadout 4 times in a single round.	75
My House	Kill everyone on the other team at least once.	1000
Nemesis	Kill the same enemy twice in a round.	150
Opportunist	Execute an enemy downed by someone else.	100
Piss Off!	Kill 5 enemies that were attacking an ally.	500
Prohibitor	Down 5 enemies attempting to revive a teammate.	500
Pyromaniac	Kill 5 enemy players with fire in a single round.	600
Relentless	Kill 3 enemies in a row without dying.	250
Repo Man	Kill 3 enemies carrying medical supplies.	300
Revenge	Kill the enemy that last killed you.	200
Roadblock	Down 3 enemies.	450
Sentinel	Kill an enemy that is standing close to your base.	250
Sharpshooter	Kill 5 enemies by headshot.	500
Siege	Kill an enemy just outside their base.	150
Simply Stunning	Down 8 enemies.	800
Singed	Survive 3 explosions.	200
Slow Down	First enemy you down in a round.	150
Team Player	Revive 3 allies during a round.	500
Warrior	Kill 5 enemies with your melee attack.	500
Yoink!	Pick up 3 batteries dropped by an ally.	500

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PROWESS - SETBACKS

You can even level up by performing poorly and doing the following. Select Setbacks from the Prowess screen to track how many times you have earned each one.

SETBACK	DESCRIPTION	XP
Battered	Killed 3 times in a round by an enemy.	300
Booted	Died less than 10 seconds after respawning.	100
Denied!	Die twice while attacking an enemy.	200
Dude	Die from a teammate's explosives.	100
Farmed	Killed 5 times by the same enemy.	250
High Maintenance	Get revived 6 times in a round.	200
Hindered	Downed while reviving a teammate.	200
Hot Potato	Downed less than 3 seconds after picking up medical supplies.	300
Left Hanging	Die while caught in a snare trap.	100
Man Down!	First player to die in a competitive round.	100
Masochist	Cause your own death.	None
Nice Try	Get the lowest individual score of the round.	150
Oops!	Down an ally.	None
Persona Non Grata	Died twice in a round less than 10 seconds after respawning.	150
Raw Deal	Die while out of ammo.	100
Really?!	Die very close to your base while carrying medical supplies.	250
Splat!	Fall to your death.	None
Squishy	Get revived 3 times in a round.	100
Stalked	Die 3 times due to the same enemy.	150
That's a wrap	Last player to die in the round.	100
Thwarted	Downed 5 times while reviving an ally.	500

TRIALS - FEATS

Performing actions throughout your matches can net you even more experience. These give you big scores, but are only available once. View your progress of these Feats by select Trials from the Feats & Setbacks menu.



FEAT	DESCRIPTION	XP	SALVAGE
Bloodied	Kill 500 enemy players.	10000	1000
Can't Touch This	Win a round where you didn't die once.	3000	-
Finders Keepers	Earn the "Give It Back" prowess 5 times.	1250	-
Liberator	Free 5 allies immobilized by a trap.	1500	-
Medic	Perform 25 revives on allies.	4000	-
Obstruction	Kill a survivor carrying medical supplies just before they reach the capture point.	1500	-
One-Man Show	Capture all the medical supplies for your team in a single "Rescue" match.	2500	-
Power Play	Find and use both power weapons (Competition Bow and Minigun) at least once.	1000	-
Second Fiddle	Get 10 kill assists.	1500	-
Top Gun	Get the most kills in a match.	2500	-
Waste Not	Earn 100,000 Salvage in multiplayer.	50000	-

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ADAPTATIONS

You earn Adaptations for reaching certain requirements in a round. The Adaptations are bonuses that give you a boost for a limited time, until you die, or until you kill an enemy. When active, an icon appears in the lower-left corner of the screen next to the game clock. If the Adaptation is only active for a limited time, the icon slowly goes away which is signified by it losing its white color.

FEATS

The following Adaptations give you bonuses during gameplay for performing the corresponding requirements:



FEAT	BONUS GIVEN	REQUIREMENT
Bloodlust	Minor increase in damage done with all weapons per stack. Subsequent kills increase the stack up to a maximum of +5. Effect is removed upon death.	5 kills in a row without dying.
Brutality	Major increase in damage done by all weapons for a limited time.	Earn 1000 XP during the round.
Firebug	Increases all fire-based damage for a limited time. Also increases the area of effect of all explosives, and burning duration of napalm arrows. Effect is removed upon death.	Earn 4000 XP during the round.
Hardheaded	Reduces all damage taken from headshots for a limited time. Effect is removed upon death.	Earn 3000 XP during the round.
Health	Increases your base health, allowing you to take more damage. Effect is removed upon death.	Earn 2000 XP during the round.
Heat Sink	Prevents turrets from overheating, no matter how long you use them. Lost upon death.	Found in Salvage crates.
Steadiness	Increases the stability of every weapon for a limited time. Effect is removed upon death.	Earn 500 XP during the round.

SETBACKS

You can also get stat bonuses for dying a certain number of times with the following Adaptations.



SETBACK	BONUS GIVEN	REQUIREMENT
Fortitude	Increases your health and reduces all damage received. Effect persists through death and is only removed upon achieving a kill. Stacks with "Resilience" and all damage-reducing skills.	Die 10 times.
Fury	Increases damage done with all weapons. Effect persists through death and is only removed upon achieving a kill.	Die 7 times.
Resilience	Reduces all damage received. Effect persists through death and is only removed upon achieving a kill. Stacks with all damage-reducing skills.	Die 5 times in a row without killing anyone.
Wariness	Doubles the default passive detection range of enemies on screen. Effect persists through death and is only removed upon achieving a kill. Stacks with the "Eagle Eye" skill.	Die 3 times in a row without killing anyone.

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ACHIEVEMENTS TROPHIES

GAME COMPLETION

Complete the game along with all of the Challenges and optional Tombs.

NAME	DESCRIPTION	VALUE
One Smart Cookie	Complete one optional Tomb	20
Intellectually Superior	Complete 100% of all optional Tombs	50
Unfinished Business	Complete one Challenge	20
Inconceivable!	Complete 100% of all Challenges	50
A Survivor Is Born	Complete the game	75



HUNTING

Hunt wildlife to earn these Achievements/Trophies, plus get easy XP and Salvage.

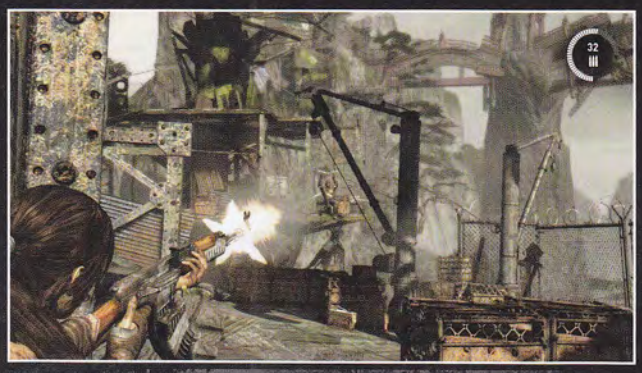
NAME	DESCRIPTION	VALUE
Big Game Hunter	Loot 10 large animals (deer, boar, wolves)	15
Tastes Like Chicken	Loot 10 small animals (rabbits, chickens, rats)	15
Feather Duster	Kill and loot 10 flying animals	15



COMBAT

The following require you to kill enemies in different ways. Here are a few tips to earn each one:

- Go for stealth kills and headshots whenever possible as these also earn extra XP.
- Mix up your weapon usage.
- After getting the Rope Arrows, use them to pull enemies off of edges. You only need five of these to earn Get Over Here!, so you can earn this reward fairly quickly.
- Watch out for a ranged enemy to get up and start to throw an explosive. Quickly hit him so that he drops it. If another Solarii is nearby, you can get the Epic Fumble.
- In the fights with zip lines, such as in Shantytown or Transport Gondola, knock the enemies off the ropes to score easy kills and earn Deadeye.
- Kill off enemies with finishers when the Melee Button icon appears. This requires you to purchase certain Survival Skills.



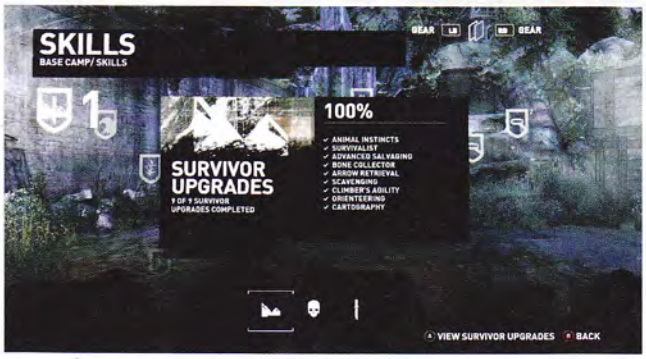
NAME	DESCRIPTION	VALUE
Predator	Kill 50 enemies with the bow	10
Equalizer	Kill 75 enemies with the rifle	10
Widowmaker	Kill 40 enemies with the shotgun	10
Gunslinger	Kill 35 enemies with the pistol	10
Get Over Here!	Rope pull 5 enemies off edges	20
Opportunist	Kill 25 unaware enemies	15
Former Adventurer	Incapacitate 25 enemies with Dodge Counter	20
Sharp Shooter	Perform 50 headshot kills	15
Epic Fumble	Force an enemy to drop dynamite that kills two people	15
Down and Dirty	Perform 15 finishers	15
Deadeye	Shoot 10 enemies off zip lines	20

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UPGRADE SKILLS AND GEAR

Earn these as you upgrade your skills and gear at Camps. Grab the bonus Salvage Survival Skills as soon as you can to maximize your Salvage collecting.

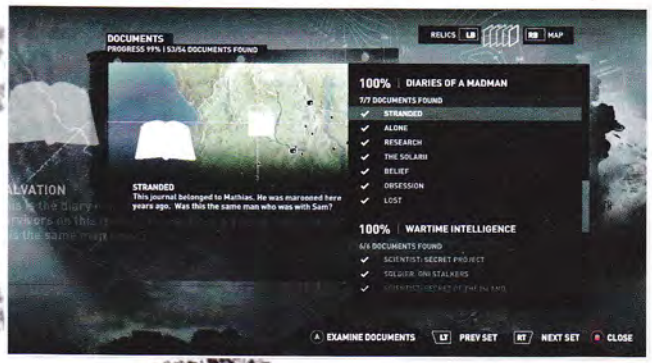
NAME	DESCRIPTION	VALUE
Clever Girl	Purchase all skills in one category	25
Lethal	Purchase all skills in all categories	50
Now We're Getting Serious	Fully mod and completely upgrade one weapon	25
The Professional	Fully upgrade all weapons	50



COLLECTION

These are earned as you collect Documents, Relics, GPS Caches, Salvage, and loot. Refer to our Walkthrough or Collectibles chapter to find all of the collectibles. As for Salvage and loot, these are easily reached by looting everything you kill and grabbing all of the Salvage crates.

NAME	DESCRIPTION	VALUE
Bookworm	Find 25% of all Documents	10
Historian	Find 75% of all Documents	15
Relic Hunter	Collect 25% of all Relics	10
Archaeologist	Collect 75% of all Relics	15
Looking for Trouble	Find 25% of all GPS Caches	10
Bag Full O' Cache	Find 75% of all GPS Caches	15
No Stone Left Unturned	Find all historical Documents, Relics, and GPS Caches	50
Scrounger	Collect 5000 pieces of Salvage	20
Picky	Loot 200 enemies	15



OTHER



Shoot a stick of dynamite out of the air after an enemy tosses it your way to earn Boom Goes the Dynamite. You can earn this in one of the epic fights in the game. Wait for a Solarii Sapper to begin the throw movement and fire his way. This may also get you the Epic Fumble Achievement/Trophy.

Hunting the crabs along the shore at Shipwreck Beach can get you easy XP and Salvage as they are slow moving and do not attack. Hunt the ones in the narrow path in the northwest section of the beach to collect Crab Cakes.

Earning Chatterbox requires you to speak to various Endurance crew members throughout the story. Take the time to speak with them whenever you are able. You must talk to each crew member until they have nothing else to say to get credit for this reward. If you need help knowing just when and where to find them, our walkthrough section calls out each Chatterbox opportunity.

NAME	DESCRIPTION	VALUE
Boom Goes the Dynamite	Shoot a bundle of dynamite out of the air	10
Crab Cakes	Kill FeeFee the crab	5
Chatterbox	Complete all conversations with the Endurance crew	5

MULTIPLAYER

The following are earned through multiplayer gameplay.

NAME	DESCRIPTION	VALUE
Adventurer	Complete a match in every competitive multiplayer mode	20
Artilleryman	Kill 20 enemy players in multiplayer using a turret	20
Down Boy!	Kill a ziplining enemy player in multiplayer	10
Entrapment	Catch a player in a snare trap in multiplayer	10
Escapist	Survive 10 explosions in multiplayer	20
Good Samaritan	Revive a teammate in a multiplayer match	10
I'm All That!	Win a ranked match in every multiplayer mode	25
Sole Survivor	In multiplayer, be the only player on your team that isn't dead or incapacitated	15
Lights Out	Kill 10 multiplayer enemies using your melee attack	15
Master Blaster	Kill 2 multiplayer enemies with a single explosive	20
Monkey Around	In a multiplayer match, escape death 3 times by using the rope ascender	15
Narcissistic	Purchase a new multiplayer character	10
On My Way Up	Reach level 10 in multiplayer	10
Shopaholic	Buy every upgrade and character in multiplayer	20
True Commitment	Reach level 60 in multiplayer	30

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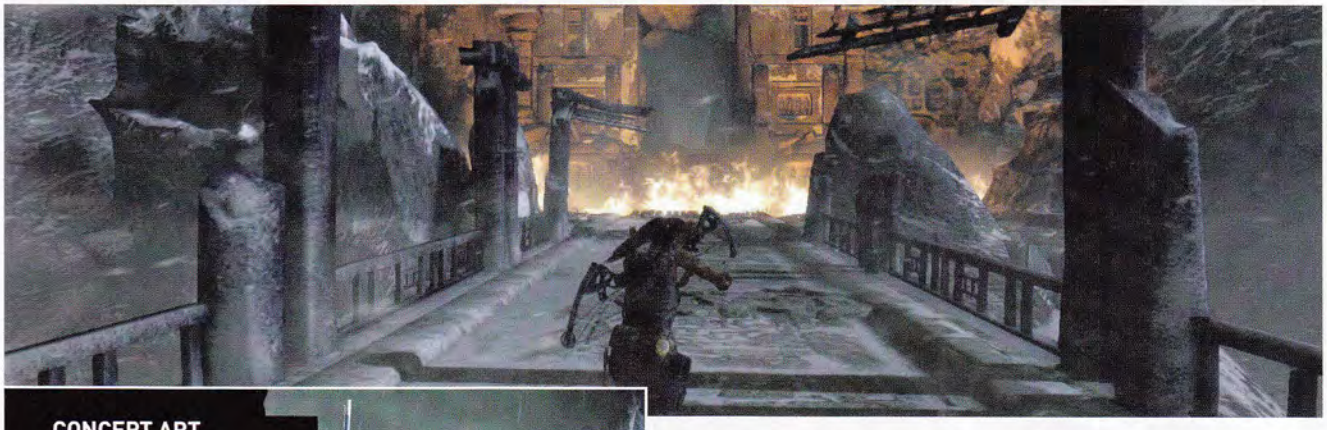
EXTRAS

GAME COMPLETION

CONDITIONS: BANNED

After completing the story, Lara is placed back at a Camp. Now you can Fast Travel at any time by viewing the map and highlighting any Fast Travel Camp. Press the Jump Button and say Yes to immediately go to that location.

Use this opportunity to collect anything that you have missed, complete Tombs, and gain additional XP in order to purchase any remaining skills. Watch out as some areas have additional enemy encounters.





CONCEPT ART

CONDITIONS: BANNED

Concept art galleries are unlocked as you collect items, play through the story, and finish Challenges. View the art by selecting Extras from the main menu.

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CHARACTERS

GALLERY #	NAME	HOW TO UNLOCK
1	Lara	Earn the sixth of Lara's Journals
2	Samantha	Collect *Sam: Filmmaker* Endurance Crew Document
3	Endurance Officers	Collect *Reyes: Dear Alisha* Endurance Officers Document
4	Endurance Crew	Collect *Sam: Family Story* Endurance Crew Document
5	Eye of the Storm	Collect *Unknown Failed Mission* GPS Secrets Document
6	The Stormguard	Collect *Soldier: Last Stand* Wartime Intelligence Document
7	Solarii Leaders	Collect *Obsession* Diaries of a Madman Document
8	The Solarii	Collect *Toil and Distraction* Confessions of a Solarii Document



ENVIRONMENTS

GALLERY #	NAME	HOW TO UNLOCK
1	The Endurance	Survive the first night on the island
2	Scavenger's Den	Reach the Coastal Bluffs
3	Coastal Forest	Collect the Mask Relic set
4	Mountain Temple	Complete the Pyromaniac Challenge
5	Mountain Village	Collect the Herb Relic set
6	Mountain Base	Complete the Non-Believer Challenge
7	Radio Tower	Complete the Radio Tower climb
8	Cliffside Village	Survive the collapse of the Gondola system
9	Chasm Monastery	Escape the Chasm Monastery
10	Mountain Descent	Reach Shantytown
11	Shantytown	Complete the Laid to Rest Challenge
12	Geothermal Caverns	Collect the Fan Relic set
13	Solarii Fortress	Survive the collapse of the Gondola system
14	Mountain Summit	Complete the Red Cap Roundup Challenge
15	Gondola Transport	Survive the collapse of the Gondola system
16	Shipwreck Beach	Complete the Mine Sweeper Challenge
17	Cliffside Bunker and Endurance	Collect the Coin Relic set
18	Research Base	Complete the Sun Killer Challenge
19	Chasm Stronghold and Ziggurat	Collect the Vase Relic set

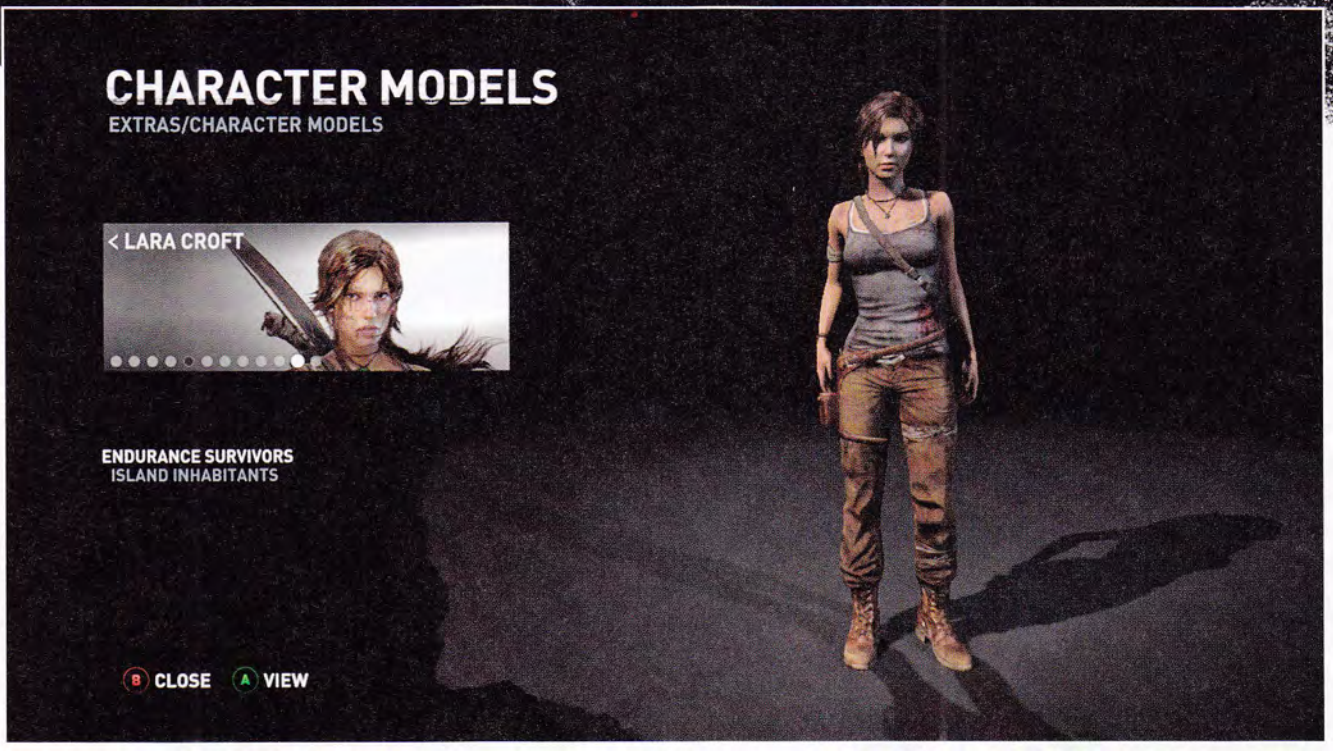




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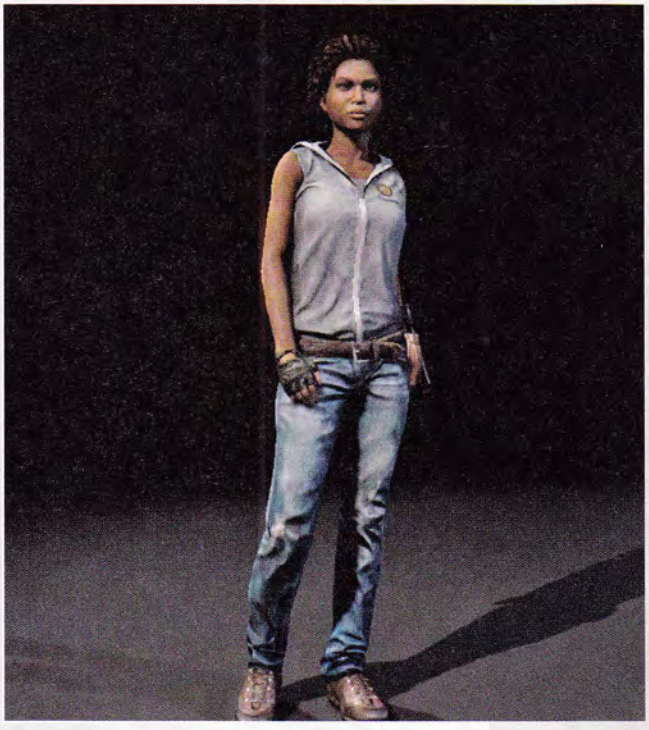
CHARACTER MODELS

Character models are unlocked as you collect Documents, play through the story, and kill enemies. View the models by selecting Extras from the main menu.



ENDURANCE SURVIVORS

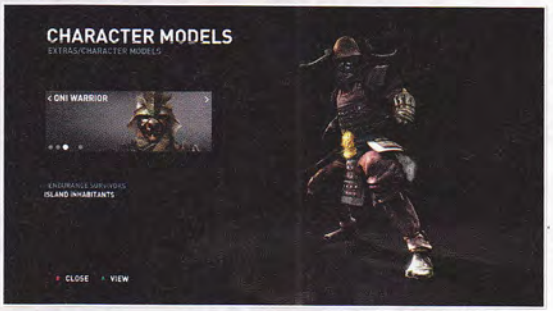
GALLERY #	MODEL	HOW TO UNLOCK
1	Jonah	Collect *Jonah: Recognizing the Truth* Endurance Crew Document
2	Grim	Collect Grim: *The Good Old Days* Endurance Crew Document
3	Alex	Collect Alex: *Over His Head* Endurance Crew Document
4	Reyes	Collect Reyes: *Dear Roth*, *Reyes: Dear Alisha*, *and Reyes: About Lara* Endurance Officers Documents
5	Dr. Whitman	Collect *Whitman: Crossing the Line*, *Whitman: My Great Discovery*, *and Whitman: Don't Leave Me* Endurance Officers Documents
6	Samantha	Collect *Sam: Feelings of Unease*, *Sam: Filmmaker*, *Sam: Family Story*, and *Sam: Adventures with Lara* Endurance Crew Documents
7	Ceremonial Samantha	Collect *Stranded*, *Alone*, *Research*, *The Solarii*, *Belief*, *Obsession*, and *Lost Diaries of a Madman* Documents
8	Conrad Roth	Collect *Roth: An Apology* Endurance Officers Document
9	Endurance Deck Hand	Exit the Mountain Temple
10	Innocent Lara	Escape from the Scavenger's Den
11	Lara Croft	Survive the plane crash after the Mountain Base
12	Survivor Lara	Survive the helicopter crash after escaping the Solarii Fortress



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ISLAND INHABITANTS

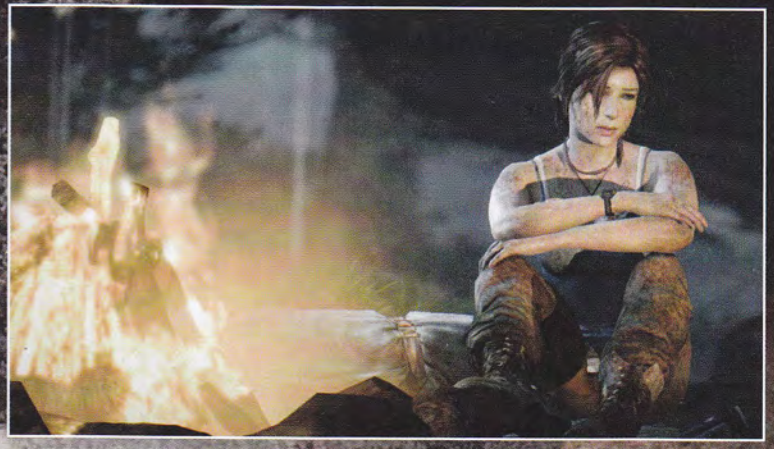
GALLERY #	MODEL	HOW TO UNLOCK
1	Prisoner	Escape Geothermal Caverns
2	Solarii Tank	Kill one of this enemy
3	Oni Warrior	Kill one of this enemy
4	Oni Stalker	Kill one of this enemy
5	Mathias	Fall into depths of Geothermal Caverns
6	Himiko, The Sun Queen	Complete the game



LARA'S JOURNALS

At ten points through the story, Lara jots down her thoughts on what has happened on the island as she rests at a Camp. When she stands up each is added to your collection. These can be viewed on the Documents page of your Back/Select Button menu.

JOURNAL ENTRY	WHEN IT OCCURS
1	Coastal Forest: Forest Ruins Base Camp
2	Mountain Temple: Mountain Temple Base Camp
3	Mountain Village: Village Plateau Base Camp
4	Cliffside Village: Cliffside Vista Camp
5	Chasm Monastery: Sheltered Alcove Camp
6	Geothermal Caverns: The Pit Base Camp
7	Summit Forest: Summit Marsh Camp
8	Shipwreck Beach: Survivor's Base Camp (after returning Reyes' tools)
9	Wind Chasm: Sheltered Hallway Camp
10	Complete the game



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TOMB RAIDER

OFFICIAL STRATEGY GUIDE

Written by Michael Owen and Kenny Sims, Maps
Illustrated by Darren Strecker and Rich Hunsinger

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ISBN: 978-0-7440-1453-2

Printing Code: The rightmost double-digit number is the year of the book’s printing; the rightmost single-digit number is the number of the book’s printing. For example, 13-1 shows that the first printing of the book occurred in 2013.

16 15 14 13 4 3 2 1

Printed in the USA.

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BradyGames would like to thank Rich Briggs, Kari Hattner, Brian Horton, Karl Stewart, and the rest of the talented team at Crystal Dynamics for their amazing support on this project.

AUTHOR ACKNOWLEDGMENTS

It has been a great honor and privilege to work on this guide and there are several people whose help made this project possible. For giving us access to everything we needed, I must first give a big thanks to all the people at Crystal Dynamics; especially Rich Briggs, Kari Hattner, Karl Stewart, and Martin Pettigrew.

Thanks to Leigh Davis for giving me the opportunity to work on another great title. Huge thanks to Jennifer Sims for all of her hard work as she turned all of our stuff into this awesome guide. To Dan Caparo for making it look good, Darren Strecker for putting together some great looking maps, and to Rich Hunsinger for stepping in and creating the multiplayer maps. It would not have been possible to do this guide without the stellar work from my co-author, Kenny Sims. Thank you.

As always, my patient wife was very supportive and picked up the slack at home while I was busy playing and writing day in and day out. Thanks Michelle, I love you.

—Michael Owen

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MULTIPLAYER SKIN REDEMPTION CODE

DIGITAL REDEMPTION INSTRUCTIONS

To access the *Tomb Raider* multiplayer skin, follow these steps:

1. Go to **www.bradygames.com/TombRaiderDLC**
2. Enter your email address and choose a platform.
3. Locate the 12-digit code printed below and enter it in the box provided.
4. An email will be sent with your platform-specific code. Redeem that code on XBOX Live, PSN or Steam.

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